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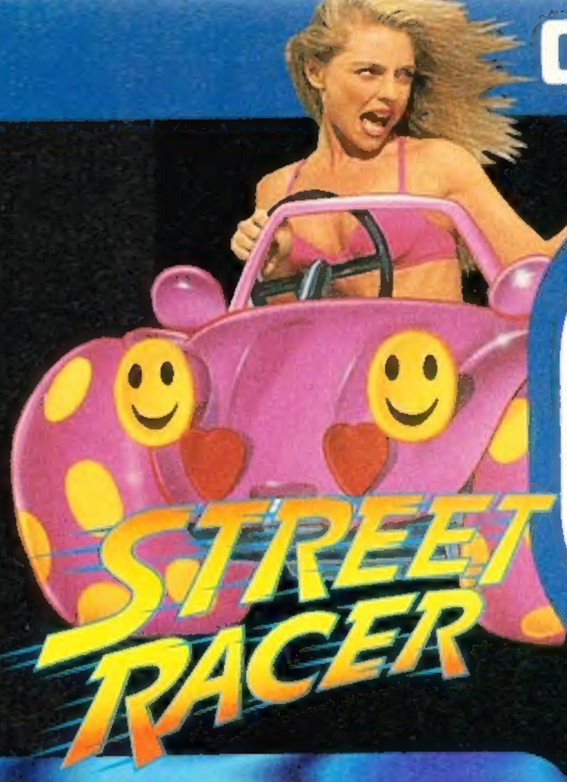

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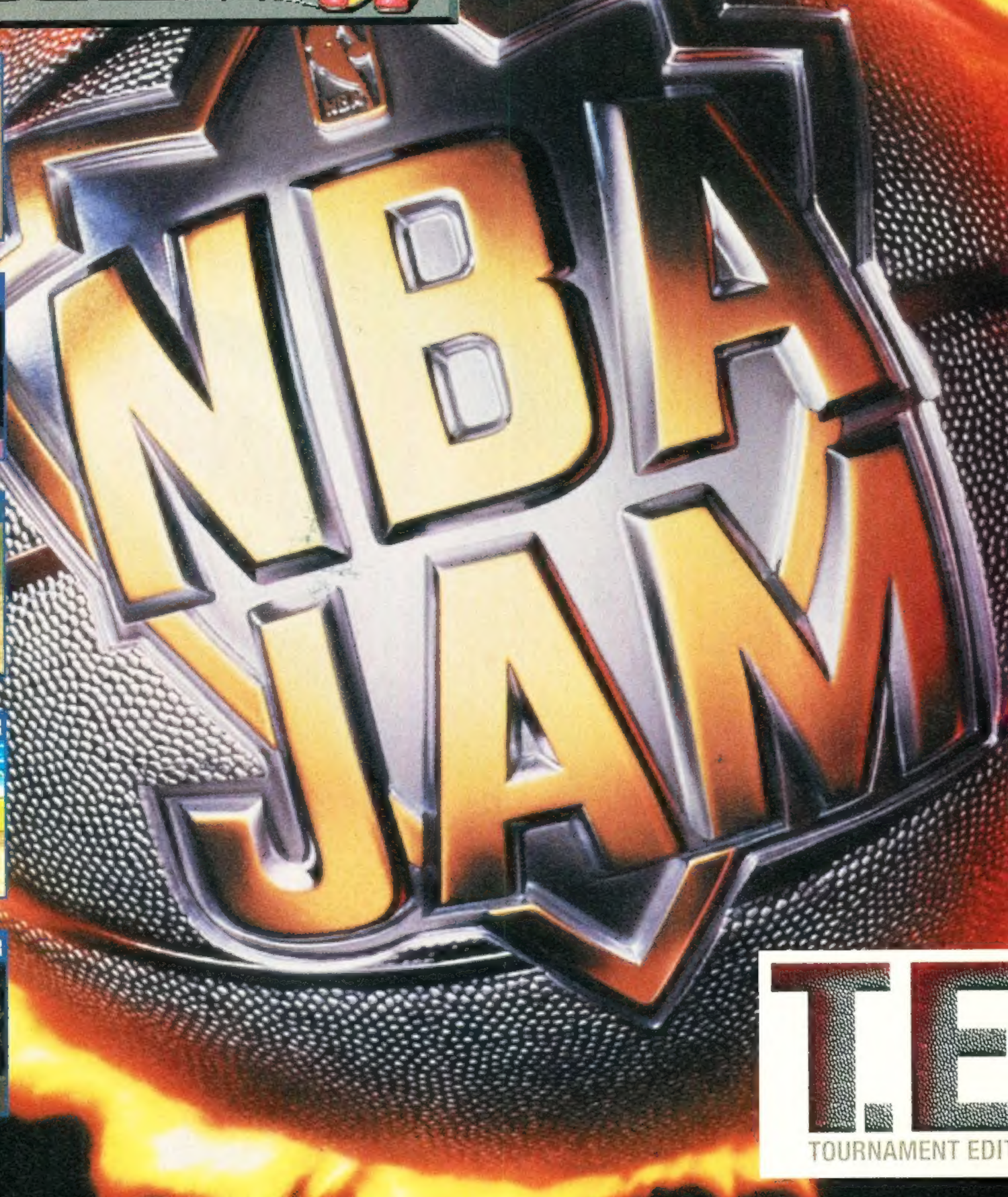


MEGA DRIVE 32X MORTAL KOMBAT II p 78

SHOWCASES

MORTAL KOMBAT II 32X 52
Well, there's no doubting that this is a pretty good version of Mortal Kombat II, but we were a little disappointed that it isn't arcade perfect. It's still well worth a look though – something that we did extensively in this six-page showcase.

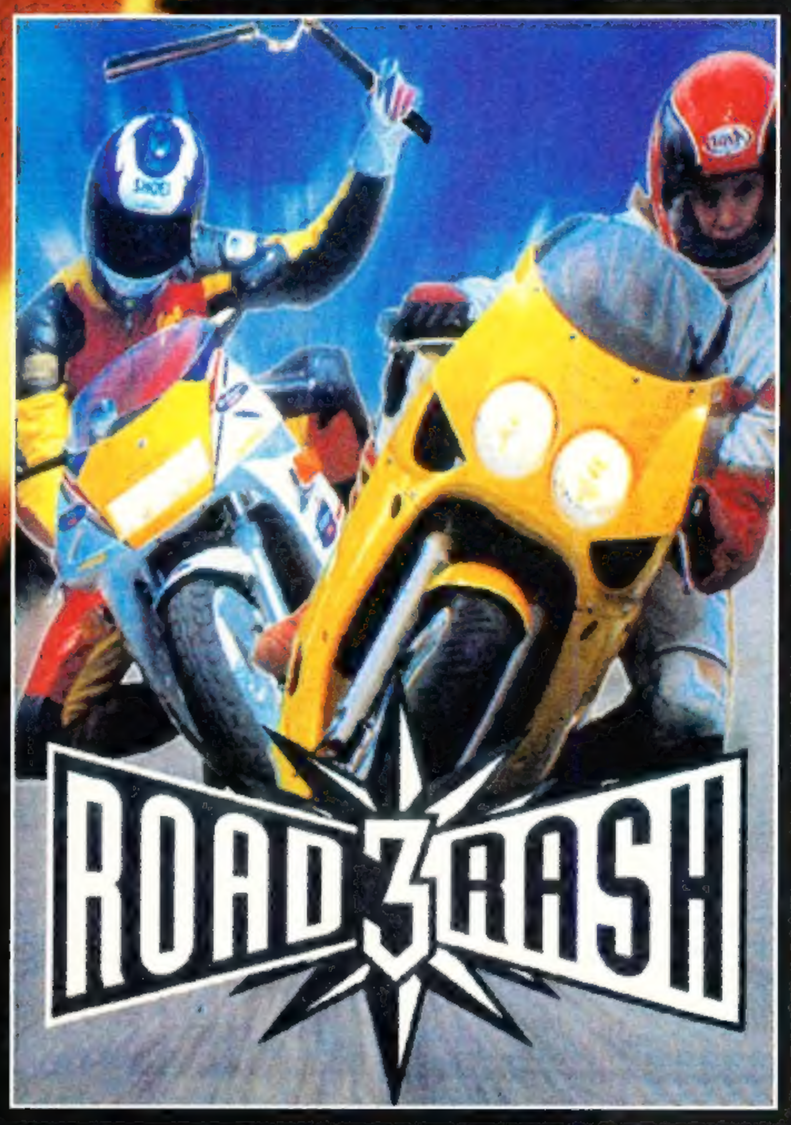
STORY OF THOR 58
Down at the SEGA MAGAZINE offices, we're a thor-tful bunch. I mean, what more could you ask for than a four-page feature on one of the most playable and graphically innovative games we've seen this year?

SEGA ON THE INTERNET 62
Ever wondered what all this Internet business is about? It's not as boring as it sounds you know – even Sega are set up on it these days. We show you how to access their worldwide news group and investigate the goodies on offer.

SKELETON KREW 64
Although they're more accustomed to working on the Mega-CD, Core Design have turned their talented hands to the Megadrive this month. The result? Only one of the best-looking shoot 'em ups we've seen in, ooh, aaages.

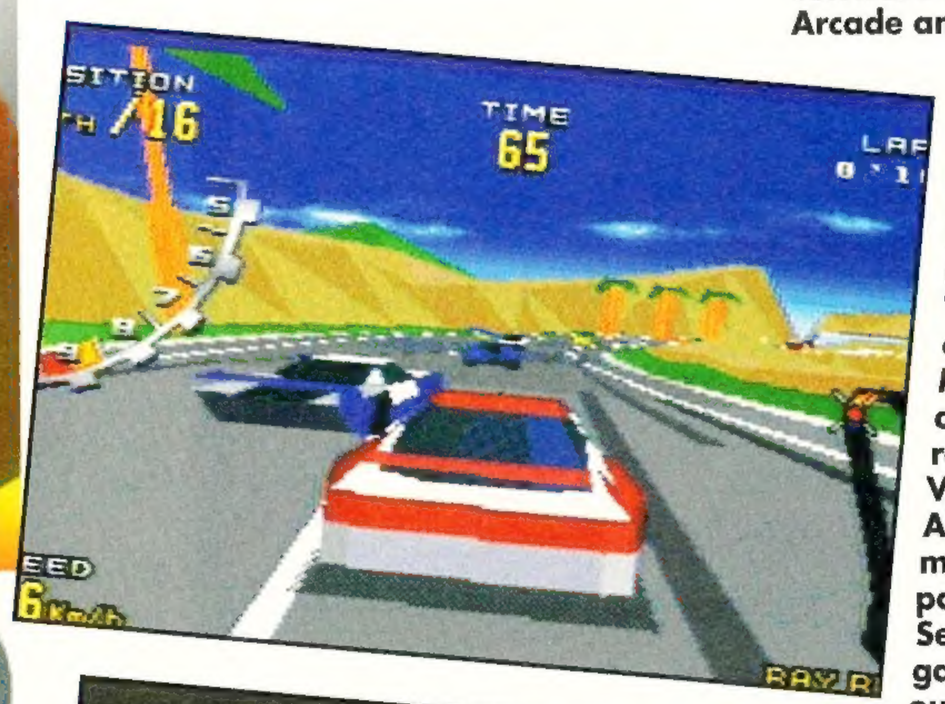
NBA JAM: TE 68
He's on fire! He is! Yep, NBA Jam is back this month with an all-new version for 1995. And there's 33 hidden characters too, including the funkier-than-thou Beastie Boys. What more could you possibly expect from a humble basketball game?

COVER STORY: CHAOTIX 20
Not content with dominating the Megadrive with his plug-thru antics, Knuckles is preparing for a 32X take over too! Featuring sprite scaling galore and all the cheeky young chappies from the Sonic coin-op, this could be the next 32X title you'll want to buy! Turn to page 20 NOW for our exclusive four page preview.



ISSUE 15

MEGADRIVE 32X: DEAD OR ALIVE?



No-one can deny that the second wave of Megadrive 32X software hasn't been all it could've been. Doom, Star Wars Arcade and Virtua Racing Deluxe all did really well and all are worthy of a place in your collection. It's a shame that the same can't be said of more recent titles - the likes of Space Harrier, Afterburner and Motocross aren't going to convince any one that they've made the right choice in buying a Megadrive 32X - and it looks as though the software drought may continue.

Thankfully, it's not all bad news as far as 32X is concerned. This month, Sega announced the Megadrive 32X combo unit which emphasises their commitment to the technology and have also revealed a series of titles that should be excellent: Virtua Fighter and Wing War foremost among them. Also, now the technology is established, programmers are able to really put the machine through its paces. The Scavenger teams, with their projects for Sega of America and Acclaim, are bringing 32X games to new levels of graphical excellence. Check out our mini-showcase on page 50 for a sneak preview of the future of 32X. You won't believe your eyes.

Megadrive 32X has had its detractors, but the fact is that Sega have invested so much into it, they aren't likely to treat it as the stop-gap measure it's being dismissed as by some people. It's also a bit unfair to dismiss it right away because not every game is a winner - that would be like judging the Megadrive on the quality of Altered Beast and Last Battle. This month's news and the arrival of Mortal Kombat II proves that 32X is looking up - let's just hope that *more* quality software arrives soon to live up to the system's potential.

RICHARD LEADBETTER

RICKY

Aah, the season of goodwill has once again upped and left us. Which, in retrospect, may not be such a bad thing. No more suffering Ricky's heavily accented and drooling choruses of Dreaming of a Black Christmas, whilst sticking needles in Tom's toy Santas. And we don't have to think of polite ways to refuse his offers of dubious chocolates. We saw what they did to Claire. They're actually laxatives.

SAM

New Year, or rather, the Winter Solstice, holds a special place in Sam's heart. Well, not actually Sam's heart per se, but one of the many preserved human hearts in her collection. Winter Solstice also gives Sam the opportunity to divulge in her favourite custom, first footing – whereby any pesky neighbour stepping onto her threshold at midnight loses their lower leg to a giant bear-trap.

TOMMY G

Unsurprisingly, Tom has a bad case of the post-Christmas blues. But this year is even worse than usual, as his parents picked this particular annum to tell him that, actually, Santa Claus isn't real. "But I don't believe them," blubs a tearful Tommy "And I'll prove it. When I get big I'm going to go to Lapland and find him and tell everyone and then they'll be sorry. Just as soon as I can cross the road by myself". Tom will be 48 this year.

TOMMY C

Tommy, predictably, had a rock 'n' roll Christmas.

"It was great," quoth he "I got a big bag of signed plectrums to throw out at adoring fans, and then we all went down Roxxxy's Rock Club Rock All-Niter for New Year. And I got recognised." Mind you, he's been a lot more recognisable, not to say better-looking, since his face fell off last month.

CLAIRE

We'll refrain from talking about the trouble Claire had with Rich's booby-trapped chocolates, but needless to say, the bottom fell out of her world. Well, I think that's the way round the saying goes. Anyway, Claire had a lovely Christmas-stroke-New Year full of busy social engagements, thank you very much. Good job she got lots of pants for Crimbo, though.

TOM AND TOMS' MAC GAME HIGHSCORE CHALLENGE COMPETITION BIT FILLER

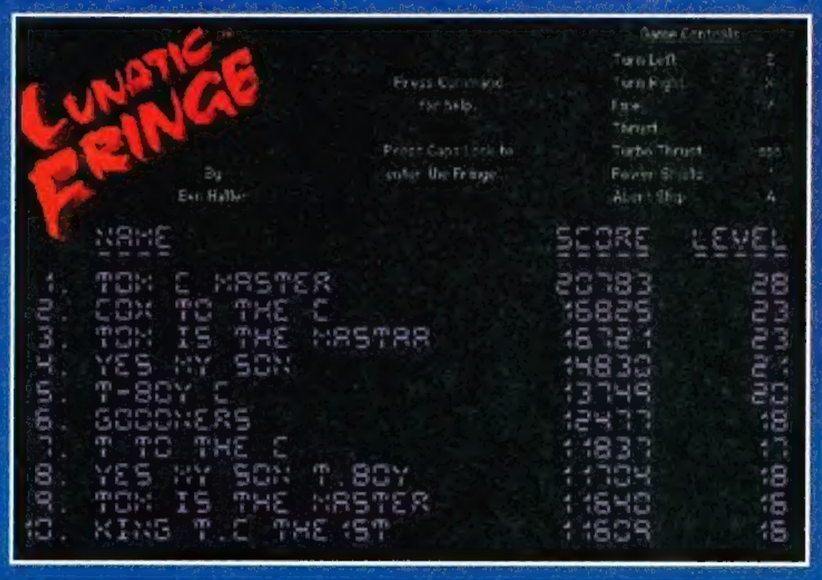
OK so they're not Sega games but what these highscore tables show is absolute proof, yes my son, undeniable, emphatic evidence that us 'art gorillas' (as we like to call ourselves) are the true, masterful lords of gaming. Yeah.

Mac games are played by most journos and designers, from the lowly Tommy Guise and his pathetic 250cc Mac Classic, to me, Tommy Cox and my extensive battle bridge of all conquering 6.5 litre ultra powerful super turbo Mac computers.

But size isn't everything my friend, no, what counts in the end is skill, the simple desire to win, a mind that will not accept the possibility of losing to a writer. The type of mind that runs on pure adrenalin.

He tries, bless him, and even has moderate success as the Macman scores show. But when it comes to more complicated games his little brain overheats and failure is just around the corner.

Which brings me to the point of this filler, I need a worthy challenger, someone to spar with. So if there's anyone out there who reckons they can beat these scores then send 'em in. I'm waiting. Oh yeah,the highest score gets a prize, I can't say fairer than that can I?


LUNATIC FRINGE
NAME
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2. COX TO THE C 16825 23
3. TOM IS THE MASTAR 16721 23
4. YES MY SON 14830 23
5. T-BOY C 13746 23
6. GOOONERS 12411 23
7. T TO THE C 11837 23
8. YES MY SON T.BOY 11700 23
9. TOM IS THE MASTER 11640 23
10. KING T.C THE 1ST 11608 23

RAD

Like Sam, Rad doesn't actually celebrate Christmas as such, but he does have a couple of weeks off for Mung-Ra Day, a traditional celebration of the winter rains and consequent mud season . "It's really funny, – this year I've saved loads of mud in the freezer, and I'm going to wait for summer, thaw it out and throw fresh mud pies! Ho ho, no-one'll expect any mud in the middle of July – they'll be dead surprised!".

GAMES, GAMES AND WEE

Hi there, it's me, Steve Stevely, yes that's right, Steve Stevely, available for weddings, christenings and bar mitzvahs, with another edition of Games, Games and Wee, where I'll be telling you what's hot and – ha ha – what's not... you see, that's like a rhyme, which is quite clever, anyway – and what's not in the world of scatological software. This WEEk's big title has to be StWEEtfighter 2. Oh no, that's not very good. How about EarthWEEm Jim... oh no, I've got it – Mega BUMerman! Ha ha! You have to go around dropping little explosive plops on your enemies! Ho ho ho! Anyway, tune in next week for a full review of the hot new toilet title Virtua SHI...[Games Games and Wee has been discontinued].

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THERE IS ONE
All Judge Dredd artwork © Fleetway Editions 1994. As appeared in 2000AD.

SPECIAL THANKS:
Martin at Fleetway, Guy at Sega. And a huuuge mexican wave for Danielle at Virgin.
SPECIAL NO THANKS:
To the person who brought flu into the office this month. Cheers and all that. And to Millwall.

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NEWS

INTRODUCING... THE MEGADRIVE 32X SYSTEM!

Well, we gave you the basic spiel last month, but here it is "in the flesh", so to speak: the all-new Megadrive 32X System.

Actually that's a little bit of a lie, because this is actually the Genesis 32X System - the American version of the machine we'll be getting. Basically, the 32X System (codename Neptune) is a Megadrive with a Megadrive 32X built-in, just like we said it was last month.

The machine is actually pretty exciting - at the latter end of this year, gamers will be able to buy a single 16/32-bit machine for under £200 that enables them to play every single Megadrive and 32X game in existence. What's more, the system is totally compatible with both the Mega-CD I and Mega-CD II, allowing gamers access to both Mega-CD and 32X enhanced CD titles. The Megadrive 32X System means that gamers new to Sega will be able to buy a single integrated unit that plays all games - and at a pretty decent price too.

This system emphasises Sega's commitment to the 32X - in fact, they're confident that 32X and the 32X System will become the most established 32-bit system the world over. In fact, sales projections show that Sega anticipate shifting plenty more 32Xs and 32X Systems than Saturns - which again shows their commitment to the hardware.

VIRTUA RACING BURNS UP SATURN

Time Warner Interactive had a top-class suite at the St Tropez hotel in Las Vegas and were quite keen to show off their wares - including their forthcoming conversion of Virtua Racing.

The programmers aim to improve on the Megadrive 32X version in every way possible, making it as close to the arcade original as possible... and maybe even better!

Thinking that the arcade game suffers from a lack of variety, Time Warner have boosted the spec to the game to stratospheric levels. As well as the three arcade tracks, the programmers are adding seven extra and are incorporating five vehicles to control. Different leagues and racing seasons are being added as well.

So, how close to the coin-op will it be? Well, at the moment the game is extremely early on in development, lacking speed and detail. But Time Warner have plenty of time to get it right... and they need to. After the arcade perfection that was Virtua Fighter, Saturn gamers will demand nothing less from Virtua Racing.

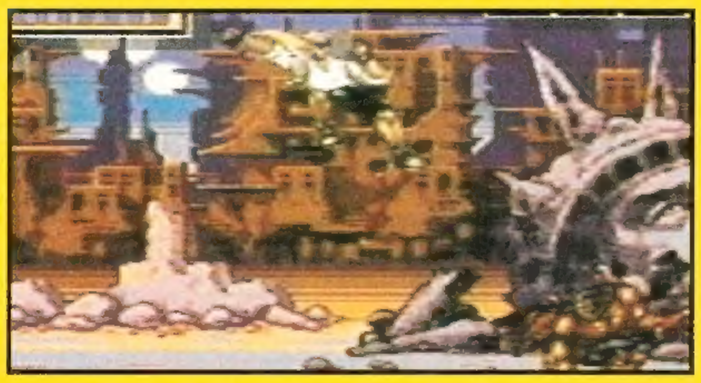
COMIX ZONE DEBUTS AT CES!

It's being touted as one of the most original, most enjoyable combat games ever devised. It's called Comix Zone, it's going to be out in May (hopefully), and here's the full story.

The player takes control of a young comic illustrator named Sketch Turner, who is shocked to discover that his evil super-villain creation, Mortus, has broken free from the pages of the very comic that Sketch is drawing. Mortus imprisons Sketch in the comic and then seeks to destroy his creator by drawing unspeakably foul demons and super-villains who have but one aim in mind: the destruction of Sketch! Needless to say, you don't particularly want this to occur. Thankfully, as well as being a decent artist, Sketch is also a *martial* artist, and with the aid of his pet rat Roadkill, he takes on the meanies that Mortus literally draws in front of him!

It's all very clever stuff and was actually one of the best products at show at the CES. The gameplay is quite smart, with fab graphics that look very much like a comic in style. Sketch is able to leap from frame-to-frame and interact in various ways with the backdrop.

Great stuff. And yes, we will be covering this in more depth in a later SEGA MAG.

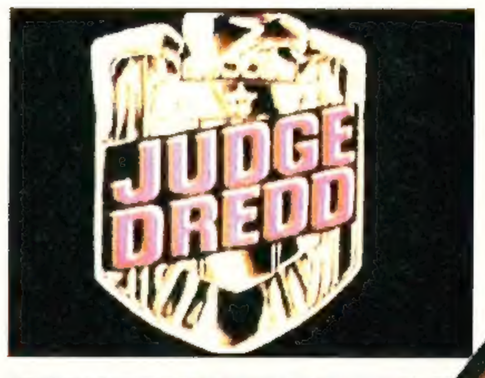


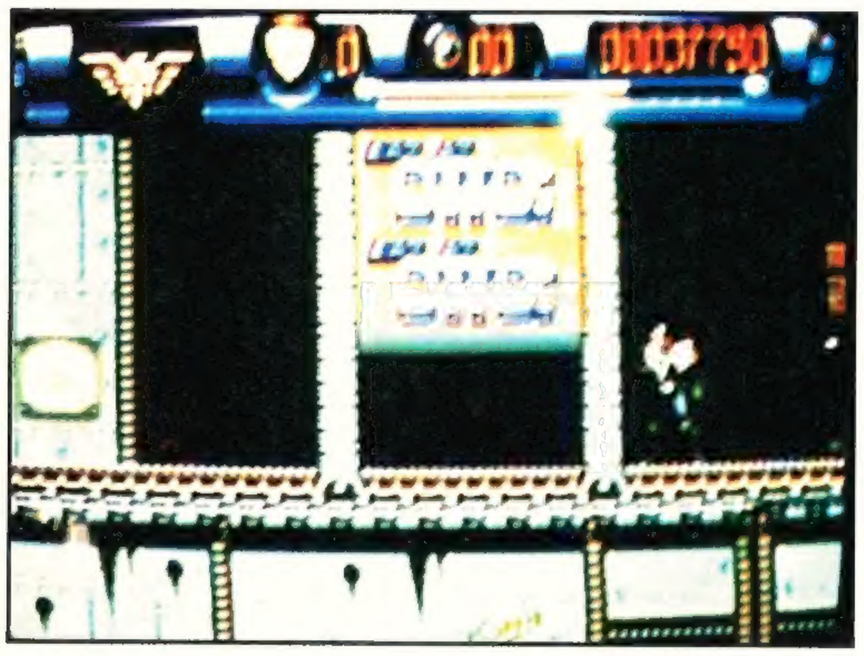
JUDGE DREDD EXCLUSIVELY UNVEILED!

It's set to become the biggest film of the year - Sylvester Stallone stars as Judge Dredd - psychotic law-enforcer of crime-riddled Mega City One. Acclaim have the license and Probe (Mortal Kombat II) are handling the Megadrive conversion. And we've seen it.

The title is extremely early in development at the moment, but it's clear to see that Dredd is an eight-way scrolling platform game, boasting superb graphics and excellent animation. Just like Stargate. And Alien3. Which were also handled by Probe, oddly enough.

Okay, so the originality of the product isn't exactly going to blow anyone's trousers off with its sheer excitement, but the fact is that Dredd is shaping up to be one of the big games of the year for Megadrive owners and it should be ace. Got that?





NEWS

BATMAN FOREVER RUMOURS CIRCULATE...

CES is always a great occasion for rumours and speculation.

One story that we will print (because we know it's true) concerns Acclaim's forthcoming 32X title, Batman Forever, based on the new film starring Val Kilmer.

The game is being coded by new team Scavenger, and it would be no exaggeration to say that these guys can make a 32X game look a Saturn one. Or a Playstation title. Little in the way of details have emerged about the game itself, although it is said that Acclaim's motion capture routines (which produce some incredible animation).

So, how do we know this story's true then eh? Well, the Scavenger team were showing off a video boasting some truly stunning 32X 3D routines and other such frivolity. Their know-how, coupled with Acclaim's licence, could make for the most exceptional game this year for 32X.

OFFICIAL SATURN LAUNCHED AT CES

Although Sega were a bit slack (make that very slack) in actually showing any Saturn software, the official machine was unveiled at the CES.

It's black, has new controllers and actually looks a fair bit different to the grey Japanese system we're familiar with. What's more, there's a whole host of black peripherals in the pipeline, which, hoperfully, we'll show you next month.

X-PERTS PULLED FROM CES AT LAST MINUTE!

One game that could have saved the CES from being quite so bad was a Megadrive title called X-Perts, which could well turn out to be game of the year.

Some minor details did filter out. Basically, the game is a sideways scrolling beat 'em up in the style of Streets of Rage, but featuring some stunning-looking Silicon Graphics sprites and backdrops. We're reliably informed that X-Perts wipes the ground with Donkey Kong Country - such is its graphical excellence.

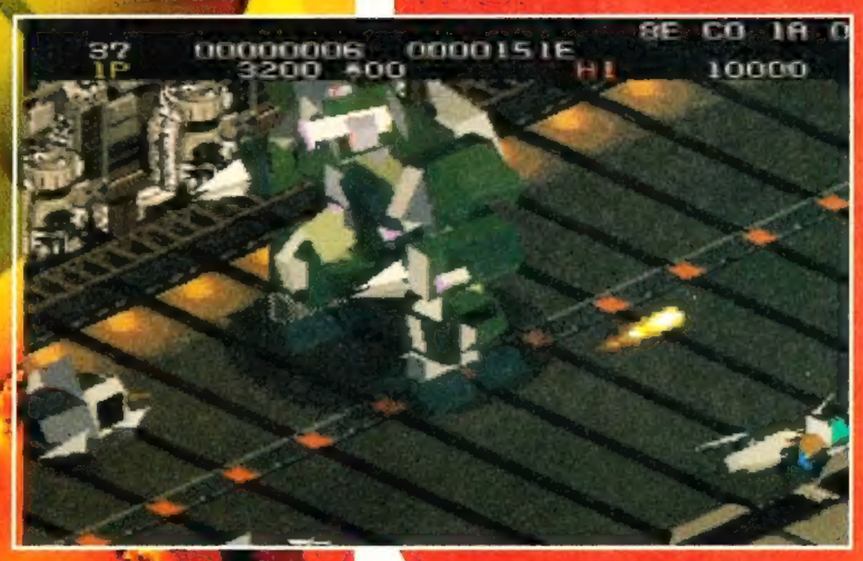
This game is currently Sega of America's most eagerly awaited and most secret title in development - we'll have the exclusive, of course, a few issues from now.

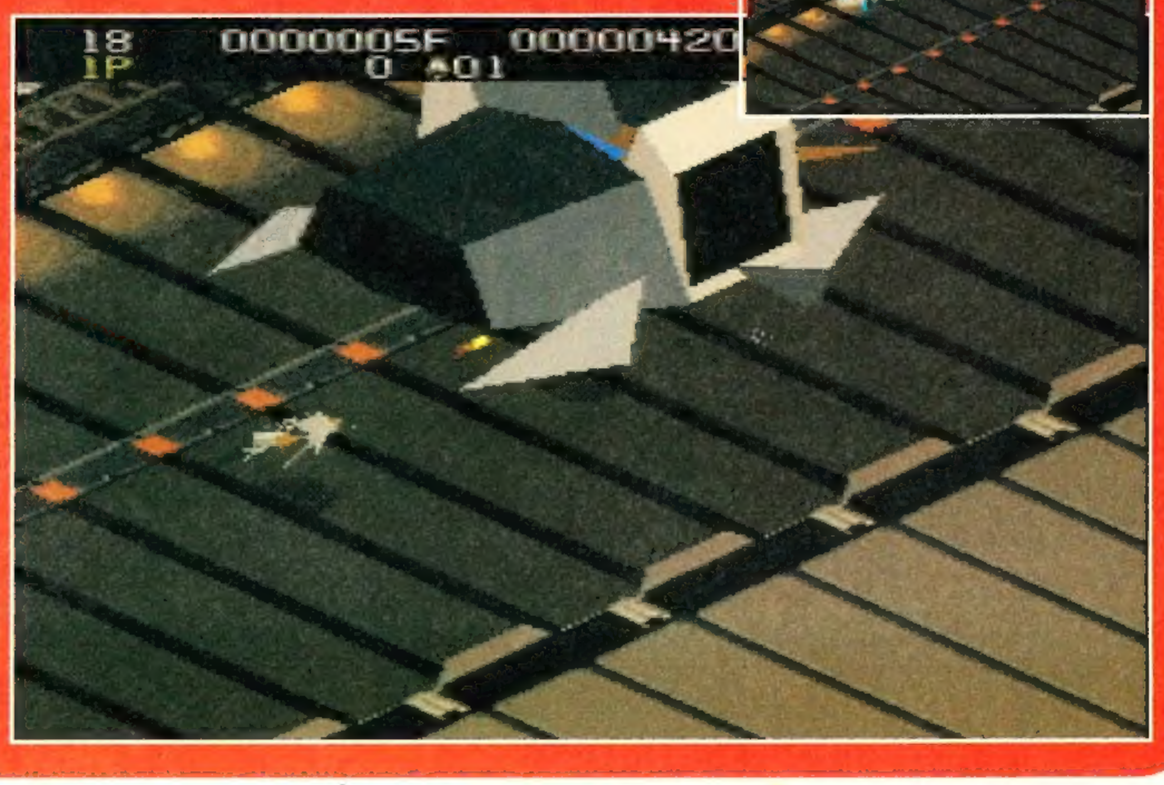
MOTHERBASE: SEGA REVISIT ARCADE CLASSIC

This is a new 32X game that WASN'T revealed at the CES Show, yet somehow materialised in their press kit... And we checked out the game, post-CES at Sega Europe.

The name of the game is Motherbase. The player takes control of a small fighter craft that flies along the isometric landscape, dishing out laser-death to anything that gets in the way. The view of the game is strangely reminiscent of an ancient Sega coin-op you may have heard of, Zaxxon. Although having said that, today's technology has been used to bring the game up to date with the likes of polygon graphics and innovative gameplay features. One of these features is the way in which you can possess enemy weaponry and use it against your foes... Ingenious.

More next month.





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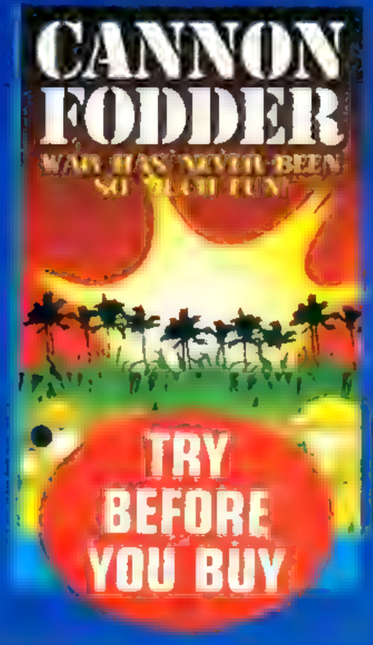

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BLOCKBUSTER VIDEO

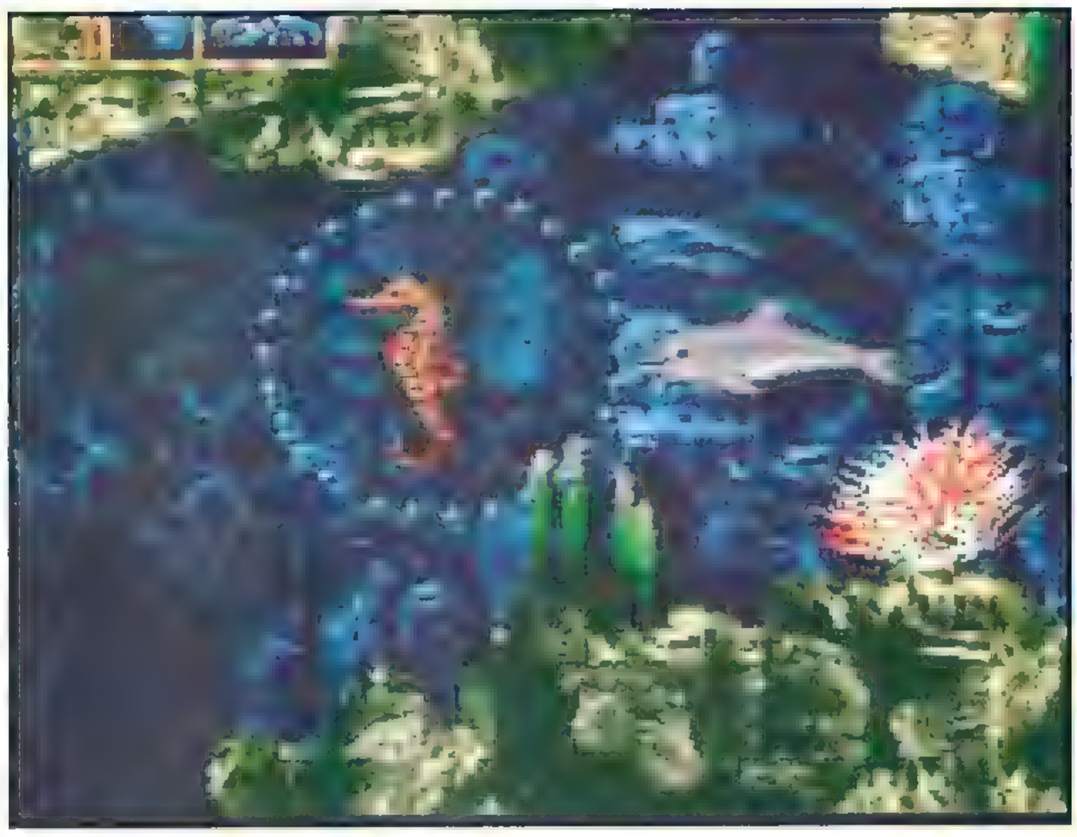
NEWS

VIRTUA FIGHTER FOR 32X CONFIRMED!

The launch of the Neptune machine will be accompanied by the release of one of the greatest combat games ever: Virtua Fighter!

Yes, it's finally official. Work on Virtua Fighter 32X has just begun at Sega of Japan's crack AM2 labs, with the team aiming to incorporate all of the characters, every attack move, as well as the simultaneous two-player modes seen in the Saturn conversion. Expect the conversion to be out on the streets in September this year.

This news comes at the same time that Sega have announced that a 32X conversion of Wing War, another Model One coin-op, has also started. No release date has been confirmed yet, although the end of the year seems likely.



ECCO JUNIOR UPDATE

Just as this issue went to press Sega told us that their plans to bring the Kids range of Megadrive titles has been put on hold. This means that games like Ecco Junior (see the first look in our previews section) may not be released over here. We'll get to the bottom of this situation by next month and let you know the full "monty".

CORPSE KILLER

This is very similar indeed to Ground Zero, Texas. Basically you shoot things. In this case, zombies. Curious eh?

Well, there is some entertainment to be gleaned from this. For starters, the quality of the full-motion video is very high indeed - I just couldn't believe that this was put together by the same people who put the not-so-good Night Trap 32X together. It is indeed almost as good as VHS. Still, is the game any good? Well we're reviewing the Mega-CD product this issue, so check it out.

NIGHT TRAP

Here's the Megadrive 32X CD version of Night Trap, that really controversial, but really quite-harmless-and-crap-actually videogame. The FMV is great when full-screen (but dodgy otherwise), and the in-game window has been dramatically increased in size.

The content of the game is identical to the Mega-CD original. A group of young girls have decided to have a pyjama party at a house infested by bin-bag wearing "Oggers" - blood sucking vampires! Not the greatest 32X CD title, if the truth be told.

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ETERNAL CHAMPIONS HITS MEGA-CD

Establishing itself as one of the premiere combat games when it was released last year, Eternal Champions is now heading for Mega-CD... But don't expect to see just the same game with an animated intro put at the front. This Mega-CD contender is light-years ahead of the cart version.

For starters, the character roster has been significantly enhanced. The cart game had just nine different players to choose from. Eternal Champions: Challenge from the Dark Side (to give it its full, more sinister name) has (get this) 26! What's more, the old characters have been given new moves, combos and special techniques. Nine of the 24 selectable characters are hidden, plus there are two boss characters as well.

Adding to the new CD gore-fest is a huge array of Mortal Kombat style fatalities, although this being on CD, there's plenty more memory for some truly spectacular splats. In fact, there are four different ways to finish off your opponent.

Over Kills and Sudden Deaths are backdrop-specific fatalities, that produce some exceptionally gruesome effects.

Adding to the variety are Vendetta fatalities that call upon characters' favourite killing techniques to produce some most satisfying decapitations and suchlike. But best of all are the Cinekills (a phrase which Sega have actually trademarked!). Pull off these moves and prepare to be astounded by some 3D SGI-rendered 3D kills!

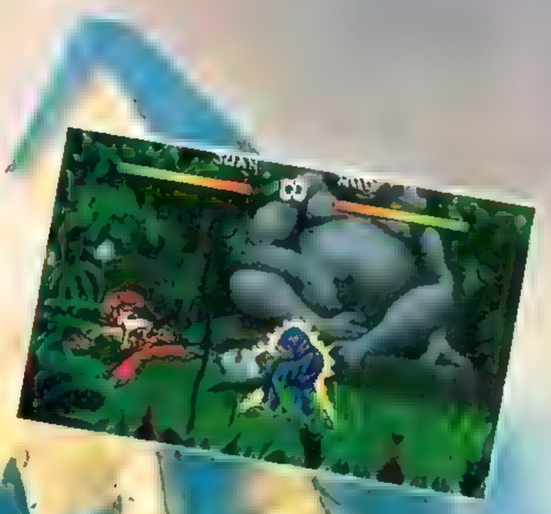
Crikey, I've written tons and I still haven't gone on about the 12 different tournaments, the Dark Champion, or any of the other great new additions.

This game went down pretty well at the show, with people who didn't like the original Eternal Champions more than willing to "down tools" and give the game a whirl. Expect more coverage soon. Maybe even a review in the next issue...

▲ **Sega have invested heavily in SGI workstations. Eternal Champions CD features the first fruits of their labour.**

BRUTAL

Paws of Fury



MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

MEGA-CD

Unleashed!

on the Mega CD, Mega Drive and SNES. Primal power meets ancient wisdom as Gametek unleashes tournament beasts in search of fighting glory. Every four years the Dali Llama travels the world in search of the greatest warriors to compete, on his island, for the coveted 'belt of heaven'. A game of cartoon martial arts, BRUTAL is the game to get your paws on.

88% C+VG "Brutal offers a good challenge, varied tactics and variable speeds incorporated in the levels – the fastest of which puts almost every other beat-em up to shame."

88% MEGATECH "Brutal is a breath of fresh air. A really humorous, entertaining, playable and graphically superb product."

GAMETEK

GAMETEK (UK) LIMITED, 5 Bath Road, Slough, Berks, SL1 3UA

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MEGA NEWS

MYST COVERS MEGA-CD

If you saw the last issue, you would have been privy to some exclusive Saturn coverage of the Sunsoft game, Myst. Well, it's coming to Mega-CD too.

The game has become a classic on PC CD-ROM and the Saturn incarnation attracted some favourable remarks from Japanese journalists.

Apart from the obvious graphical differences, the Mega-CD version looks like being nigh-on identical to the other versions. Sega's press release certainly makes the game sound most intriguing. Get this: "Players journey to an island world magically 'tinged' with mystery, where every rock, scrap of paper, even sound, may hold vital clues to unravelling an adventurous journey that pushes the limits of senses and imagination". Coo.

FAHRENHEIT ON MEGA-CD

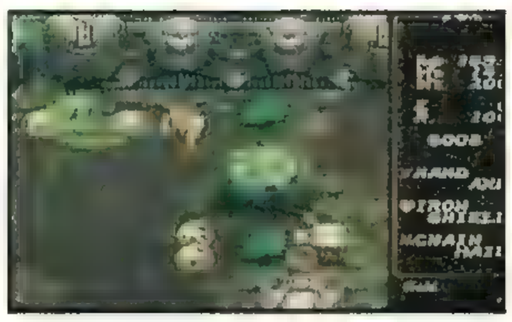
Firefighters are the stars of Fahrenheit - another TruVideo FMV Mega-CD title.

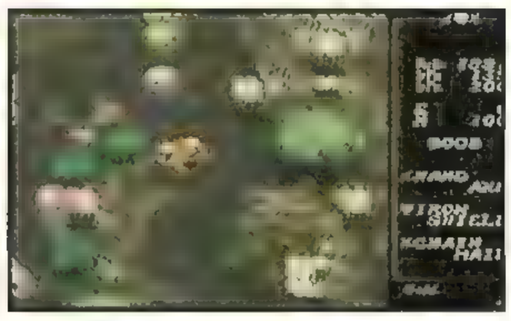
It's coming to 32X too - more next month.

HUDSONSOFT EXPLORE DUNGEONS

Well, Hudsonsoft are exploring dungeons in their new Mega-CD title. They've probably got better things to do in real life.

Still, this new game is a conversion of an ancient and yet totally brilliant PC Engine title which we're more than happy to welcome onto Mega-CD. Dungeon Explorer is Gauntlet-esque in nature, but packed with loads of brilliant new additions to the gameplay. What are they? Aha, we aren't telling, because we're fast running out of room in this CES report. But rest assured, we're getting a preview of the game pretty soon. In the meantime, look at the pictures. Aren't they great?





▲ It's a Mega-CD game that actually looks quite promising, combining FMV with great still-screen images.

SURREAL CD

Wild Woody must be one of the most bizarre Mega-CD games ever seen.

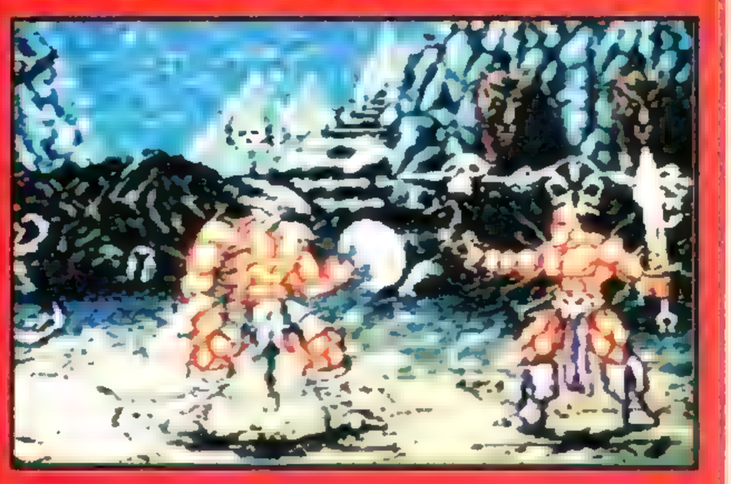
The titular "Woody" happens to be the world's most powerful pencil, whose existence provides the basis for some of the saddest puns ever seen in a press release. He's "the sharpest and slimmest superhero in the videogame world. He's going to write off a lot of bad guys as he travels through 10 wild worlds to put together the shattered pieces of a magic relic". And lest we forget, Wild Woody is also "fast on the draw", but then he would be wouldn't he?

Still, the game is a very strange, but very good-looking 3D game. Woody has the ability to draw up dragons, motorbikes, cyclones and plenty more besides as he battles the inevitable evil force. Wild Woody will be featured in SEGA MAG more heavily closer to its release, which should be sometime during the Spring.

NAMCO ENTER COMBAT ARENA

Take a look at Weapon Lord by Namco.

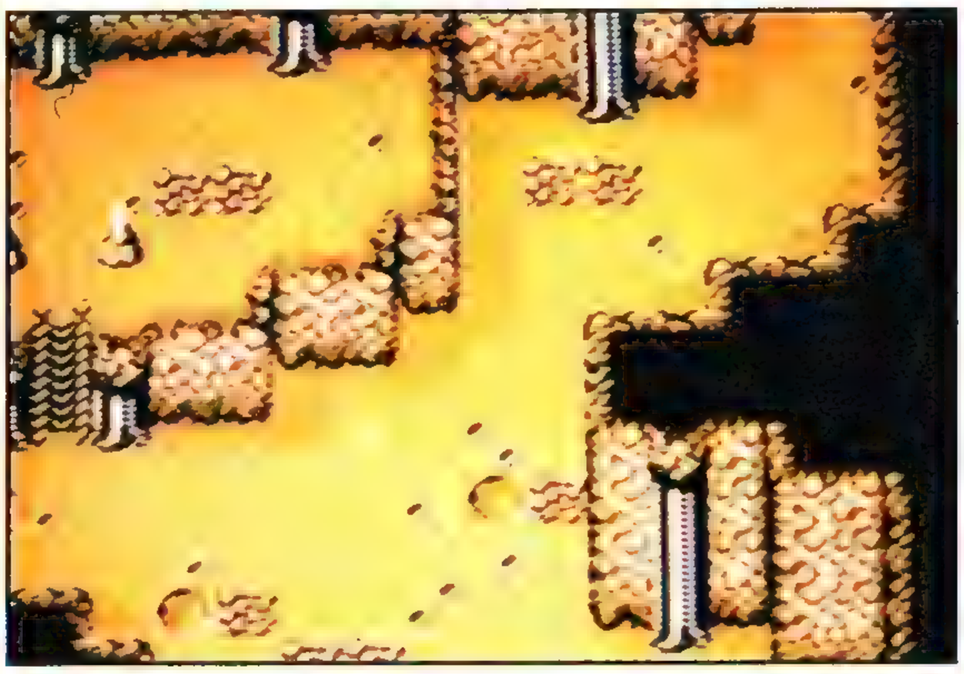
It's a one-on-one combat game featuring some superb animation and enormous, well-detailed sprites. Good eh?



NEWS

TAITO ENTER REALM OF RPGS

Having been an incredible RPG hit on Super NES, Taito revealed their Megadrive version of Lufia at the CES.
A deep and involving adventure is promised, something that these early screenshots can't show too well, to be honest.



MORE STRIKES

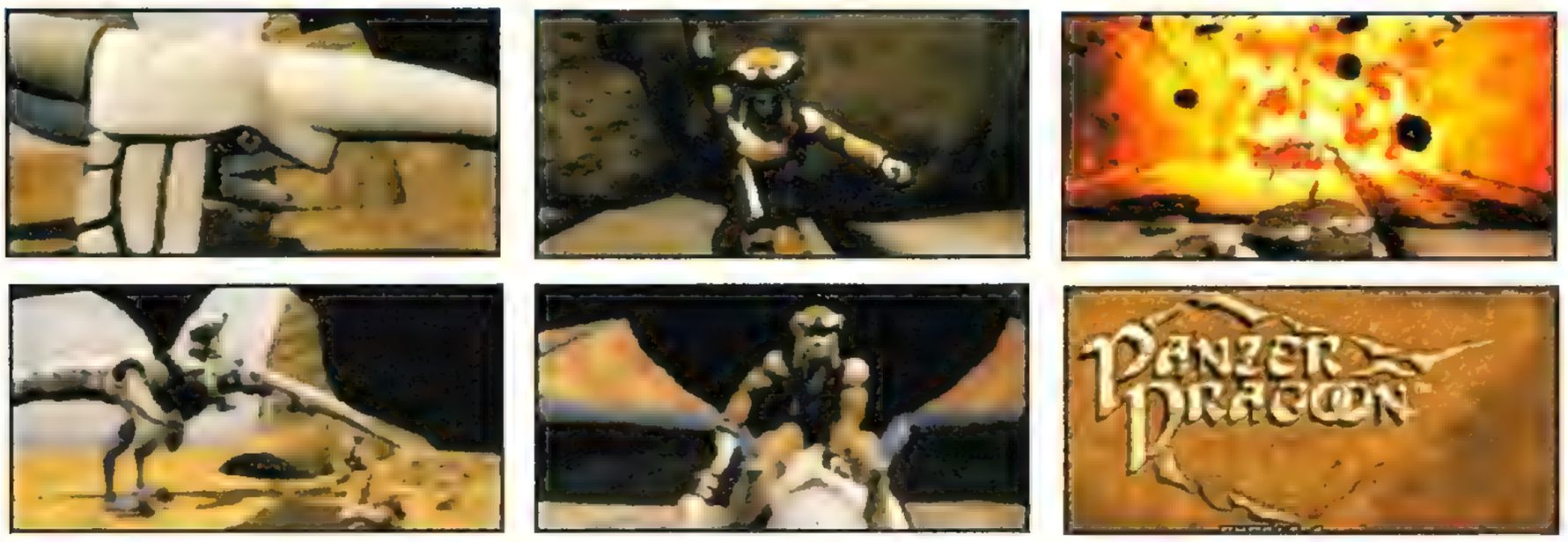
This is Surgical Strike on Mega-CD.
It's shaping up really well - and it's coming to 32X CD as well.

WIREHEAD...

...is the name of an all-new Mega-CD title, which actually looks very original, fresh and quite promising.
Sounds like a bit of a yawn on the ground of the concept - at last, all we have got these insanely professional sections. But the basic idea is that you follow the adventures of your all-action protagonist, but you make choices for him at key points. [illegible] for full motion video. But also with much greater control too. This is announced for Mega-CD version, but is actual footage from [illegible]. Also coming for Megadrive 32X CD.

The idea of using the top-buttons to pan around four different views is excellent. Here, on the first level, a couple of weird flying creatures are flying along Panzer Dragoon's flank. Just use the RIGHT button to turn around and let them have it. Even the sprite designs are weird, yet superb.

Some so-called experts have been knocking the Saturn's 3D capabilities. Well, there's no doubt that the machine is capable of some phenomenal 3D works - and here's a case in point. At the beginning of the level, the camera zooms around Panzer Dragoon - check out this close-up detail - the rider's hat even casts a shadow over his face. Impressive eh?



Panzer Dragoon's intro supplants Clockwork Knight's as the Saturn's greatest example of FMV art yet. Silicon Graphics technology has been brought to bear to create this absolutely astounding series of motion pictures.

PANZER DRAGOON NEARS COMPLETION

Just over a year after the first early demos were revealed, one of the most amazing Saturn games is finally nearing completion.

Panzer Dragoon is in its Beta stage of development - just about everything has been coded into the game now, with the rigourous process of debugging and gameplay tweaks happening as we speak.

Of course, SEGA MAGAZINE has been treated to an early preview. Our verdict? In two words: absolutely outstanding. Coded by Team Andromeda, Panzer Dragoon is an incredible graphical feast from beginning to end: the 3D is totally astounding and the variety in the different levels and bosses is superlative.

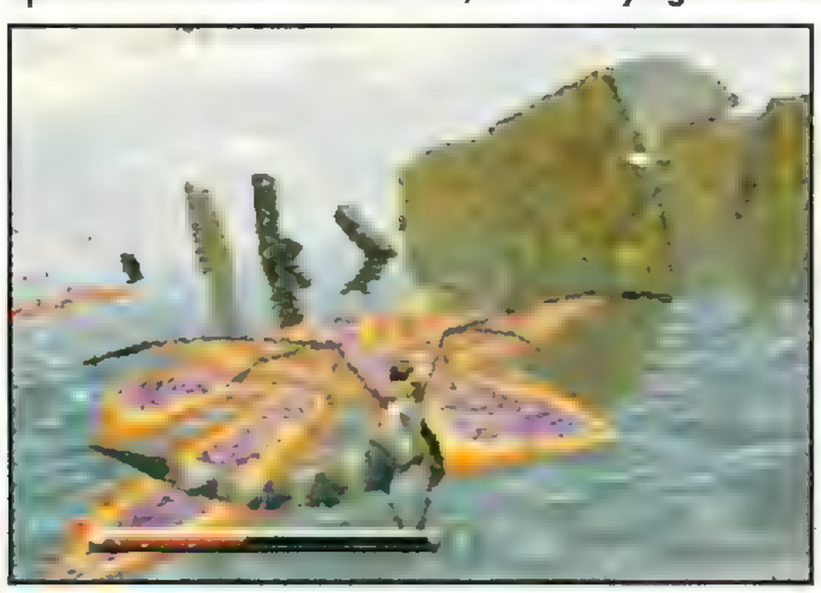
Our two page feature on a couple of the levels last month can't do the game justice (even those levels have now been changed, with even more polygons, more sprites and more texture mapping having been added). The gameplay is excellent as well. Whereas the early demo we saw was quite sedate in playability terms, that's all changed now with far more to shoot - and far more being shot at you. It's great-looking and extremely enjoyable.

Panzer Dragoon will be released in Japan in March and will be one of the first games released with the UK Saturn. Remember, you saw it here first...

The aged architecture on Panzer Dragoon's first level is in danger of collapsing around you (and indeed it does at some points), but you are able to pull off some spectacular aerial manoeuvres, such as flying underneath arches and suchlike.

The first level sees you flying over an incredible oceanic scene that's incredibly realistic. The backdrops are reflected in the sea and felled enemies splash down most realistically in a very gratifying manner.

The tail end of the first level is quite simply spectacular. After negotiating the falling masonry and disposing of the plentiful enemy sprites and suchlike, you approach this incredible structure. Just check out that 3D...



PREVIEW

16 MEG

BY: SEGA

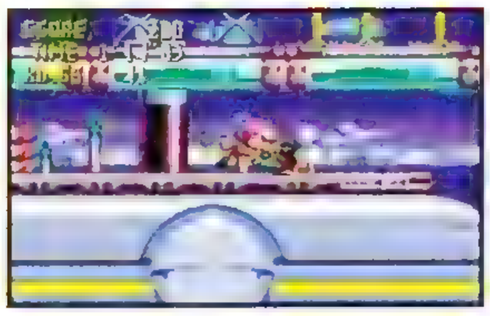
RELEASE: TBA

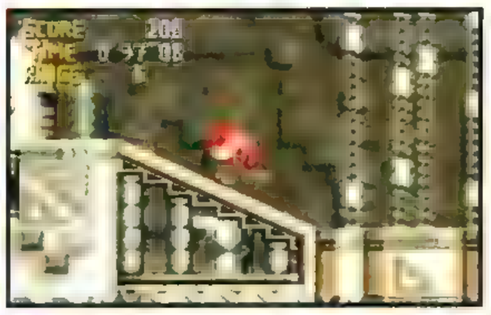
CHAOTIX

When the Megadrive 32X came out, people asked all kinds of questions. How did it compare to the Saturn? How many colours did it have? Would it be compatible with the Mega-CD? Could it make pies? And of course, when was Sonic going to appear on it? Yeh that's right, all the snivelling Sonic fans came crawling out of the woodwork. "Where's our Sonic?" they cried. "We want Sonic!" they whined. Well enough, you winging babies. We don't know when Sonic's going to appear on the 32X. Hell, maybe he isn't going to. Maybe he doesn't love you anymore. Anyway, what does it matter? Sonic's old hat. The new boy in town is Knuckles and this boy loves ya baby, 'cos he IS bringing a game to the 32X.

Chaotix is the name of the game, but what type of game is it exactly? A 3D polygon extravaganza, perhaps? Or maybe a platform game packed with all kinds of sprite-scaling trickery? Well it's a bit of both actually, although at first glance it looks pretty much like your usual Sonic-style platform affair. Certainly the levels, with their myriad of loop-the-loops and curvy runways, are much in the mould of those seen in Sonic and Knuckles. The difference however, is in the gameplay. You see, rather than just racing through the levels in an effort to reach the end, Knuckles has to cope with being attached to another creature by a piece of elastic. Sounds bizarre? Well it is, and it certainly takes some getting used to as you learn to use the other creature's momentum to propel around the levels. Having actually had a little go on the game, we can only describe it as 'unusual', although it seems that with practise, some incredible feats of vertical wall-scaling and flight can be achieved. Certainly Chaotix looks set to be something a little different, but can it turn Knuckles into the kind of flagship character that Sonic became after his first game. Only time will tell and of course, the forthcoming SEGA MAGAZINE showcase and review treatment.

KNUCKLES





I FEEL STRANGE

It's a platform game, sure, but where's all this sprite scaling we were promised? Well, right from the beginning, evil Robot Sonic (remember him from Sonic CD?) appears, flying in the foreground before zooming into the distance. This little display of scaling is nothing however, compared to what happens later in the game. Should your character hit a certain icon, they grow large. And by large we mean LARGE! Just take a look at these pictures. What this does is as yet unclear, except it probably causes creatures like Knuckles all manner of problems when returning to their burrows.

THE REALLY WILD SHOW

It's a little known fact that Knuckles first made his name as a bit-part character in the Sonic the Hedgehog games. Okay, it's a well-known fact. Nonetheless though, Knuckles obviously remembers those sad, lonely days of unemployment before Sonic plucked him from the mire and as such, he's using his game to give other unemployed characters a chance to make a living. As a result, there are seven different characters available, from which you have to pick your main character and his elastically-attached side-kick. You can choose from Knuckles (obviously), Heavy and Bomb, who are both Robotnik's mechanics, Vector the Crocodile, he's a crocodile, the rather annoying Charmy Bee, Espio the Chameleon and, best of all, Mighty the Armadillo, co-star of Sonic the Coin-op. Sadly Ray the Squirrel didn't make it, but then Mighty says he was always the sponging talentless one, so there.

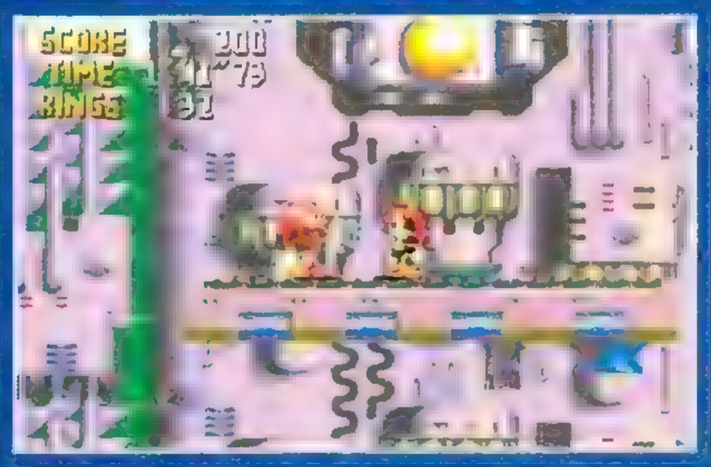
ZONE DRONE!

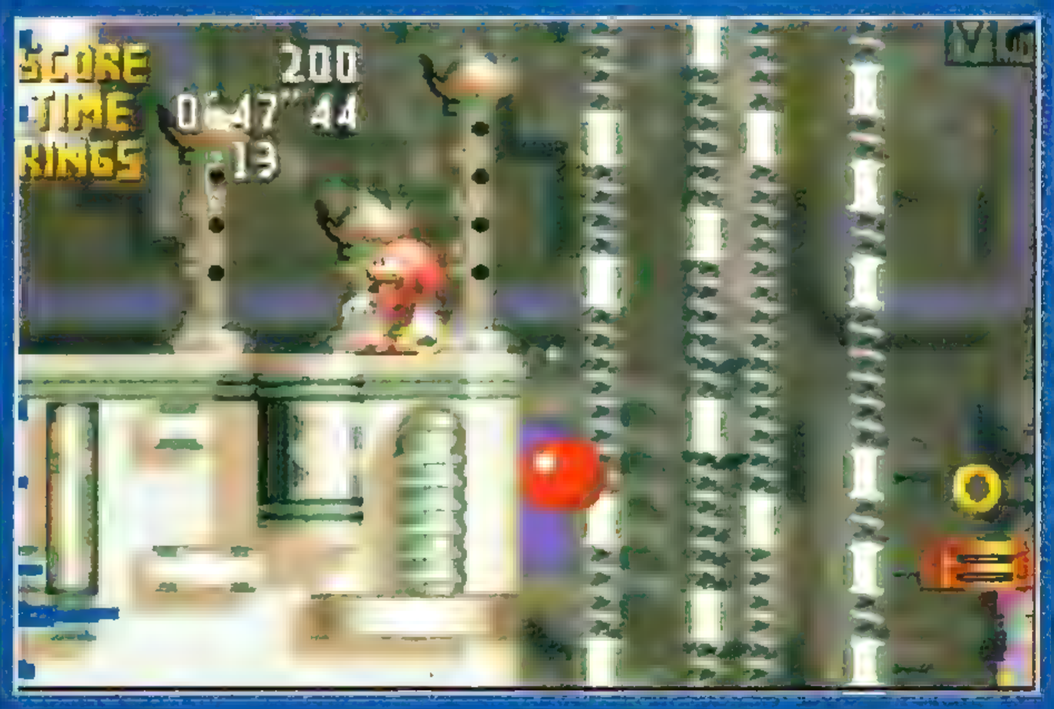
All Sonic games have zones, but then Chaotix isn't a Sonic game. Nope. Chaotix goes one further than Sonic and his measly zones with the ridiculously named Newtrogic High Zones! What does this mean? Well it means the game's got zones basically. There's your high-tech zone, here known as the Techno Tower, the starry, fairground-style zone which goes under the name of Speed Slider. The Amazing Arena is a sort of metallic indoor zone and the Botanic Base is an undersea zone filled with lilies. Perhaps most interesting of all though, is Marina Madness, a dockland zone in which Knuckles has to keep heading upwards to stay ahead of the rising current.

Woah, Knuckles is off on one of his flying sprees. Hang on Mighty!

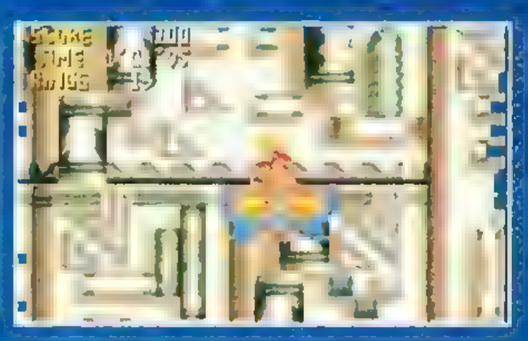
Hey look, Knuckles is carrying his pal, Mighty, up the slope. Friends, eh?

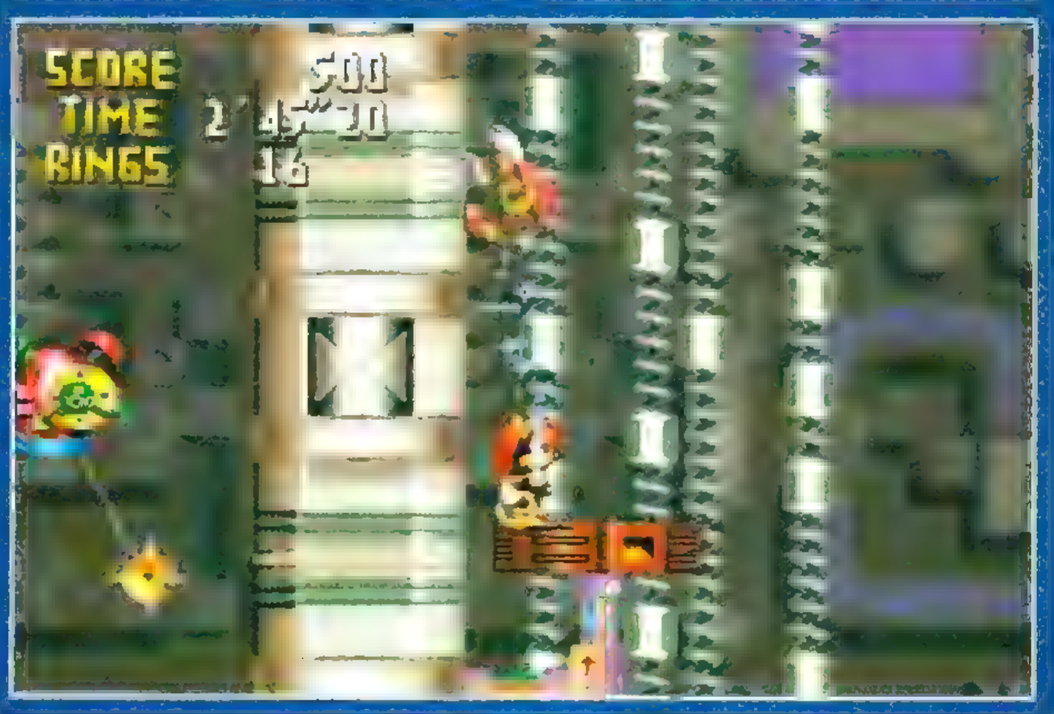
Cut me loose, Mighty old friend. Save yourself.





That's how rock-hard Knuckles is. Look, he doesn't even flinch while Mighty dangles off the edge. Such strength.

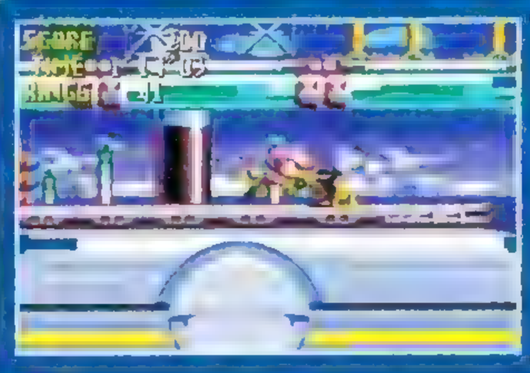




Knuckles may want to rush on ahead here, but Mighty has other ideas. Holding C down causes your partner to stretch the elastic, ready for launch.

Getting around these loops is tricky stuff unless you make use of the elastic cord to propel you and your partner forwards. This takes a lot of practise.

Look, it's one of those big rings. Jump through it and you enter the stunning 3D bonus level to the right. It's tough stuff too!

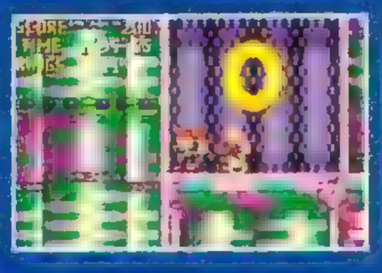


Espio the Chameleon. Another Sonic wannabee.

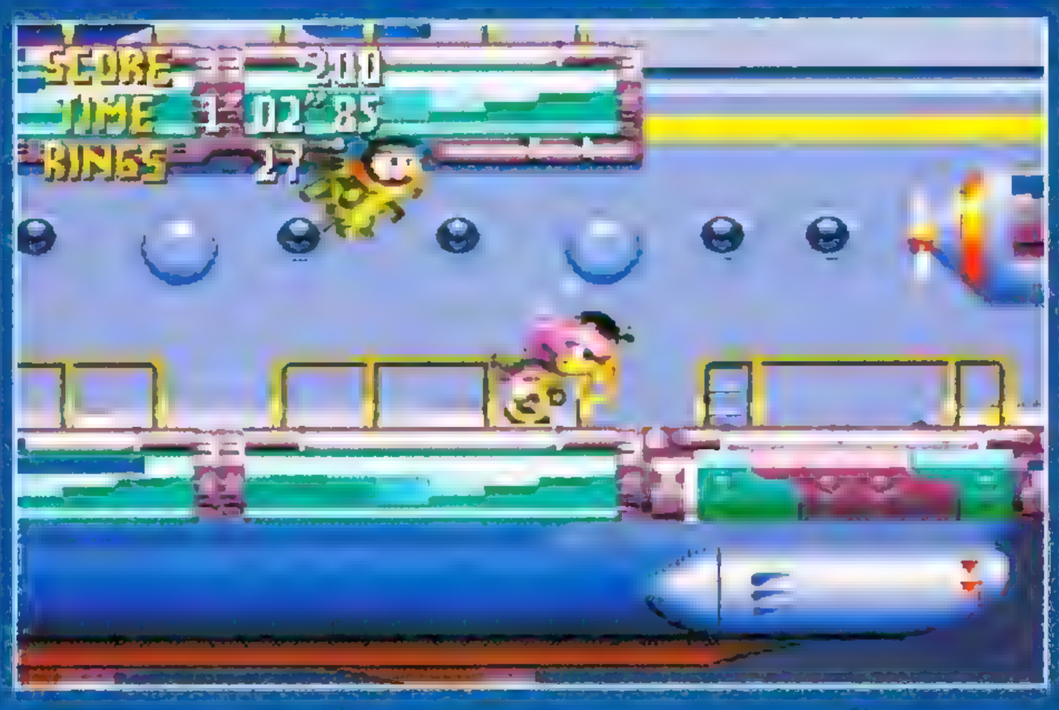
Knuckles sure looks big. Or is it Mighty that's small?

Flinkin' blink! Vector the Croc has gone super-sized.

Those two woodland chums at logger-heads again.



The ring you fools! Jump through the ring!



It may look familiar, but this game is as much like a Sonic game as a three-legged race is to the 100 metres.

Vector takes on the rotating bonus level. "Get 3 blue spheres" it says, but you'll be lucky just to stay on the screen.

A 3D POLYGON EXTRAVAGANZA!

Earlier on, we mentioned the game was, in part, a 3D polygon extravaganza. How so? Well, just like the Sonic games, Chaotix is possessed of bonus levels and getting to them requires the same method too. Just collect fifty rings and leap through the big ring at the end of the level. Simple! What comes next is an into-the-screen 3D dash. Of course, we've seen these many a time before in the Sonic games. In this instance however, the level is a huge rotating drum made up of polygons. The aim is simply to stay on your feet and not fall through any of the holes. This is without a doubt, the most impressive part of the game.

Hey, it's Robot Sonic. What's he doing the game?

Wow, it's like another dimension! Keep going Croc!

Underwater lilies abound in the depths of the Botanic Base.

PREVIEW

CD

BY: SEGA

RELEASE: TBA

DAYTONA USA

Sega of Japan have finally released a reasonable amount of screenshots of their most ambitious Saturn title yet: Daytona USA. And as you can see, the game is looking absolutely terrific.

There have been those who have poured considerable amounts of scorn on the Saturn's 3D and texture-mapping abilities, but it looks as though they're going to have to eat their words come April time when the game is released in Japan. All of these pictures are from the game's beginner course and as you can see, Daytona is looking nigh-on identical to the Model Two coin-op. True, the amount of trackside detail has been lessened slightly, but that's to be expected - and it's necessary to keep the game running at a smooth and healthy frame rate.

Everything else is exactly like the arcade machine. AM2 have included the same amount of cars (up to 40 on the expert course!), which behave with some level of artificial intelligence, and they all look exactly as they should. Even the texture-mapped sky-mirroring effect on the car's windows has been retained in the Saturn translation. AM2 are aiming to keep the play mechanics of the game exactly the same as well, although since there are hundreds of variables for each car, some compromises may have to be made.

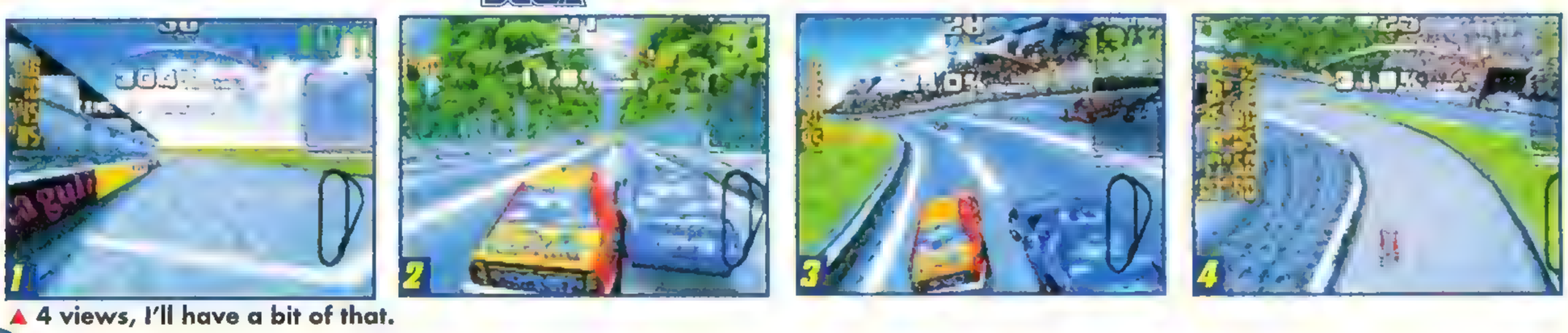
AM2's head Saturn programmer Keiji Okayasu is confident about the conversion, but reveals that only one course has been completed at the moment. However, all the hard work in producing the game's engine has been finalised. So although the game is only 30% complete at the time of writing, it should take no time at all to get the majority of Daytona up and running in time for the April Japanese release. Sega Europe are pretty confident that Daytona USA will be available with the machine at launch - combine that with the likes of Virtua Fighter, Clockwork Knight and Panzer Dragoon, and Saturn should be off to an incredible start in Europe and the US.

So, what then for Mister Okayasu and the rest of the Saturn AM2 unit once Daytona is complete? Well, work has just begun on Saturn Virtua Fighter II - a conversion even more ambitious than Daytona. Expect work to be finalised come late summer.

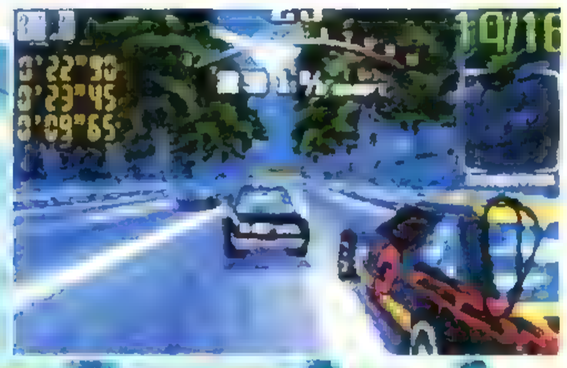
▲ What a bizarre picture this is. Perhaps AM2 are trying to tell us about some kind of secret exit from Daytona's beginner track. Yes, well, maybe not then.

The attention to detail in Daytona's texture mapping is nothing short of astounding - excellent news for those worried about apparent deficiencies in Saturn's hardware. Daytona should be more than a match for Ridge Racer on Playstation.

SEGA

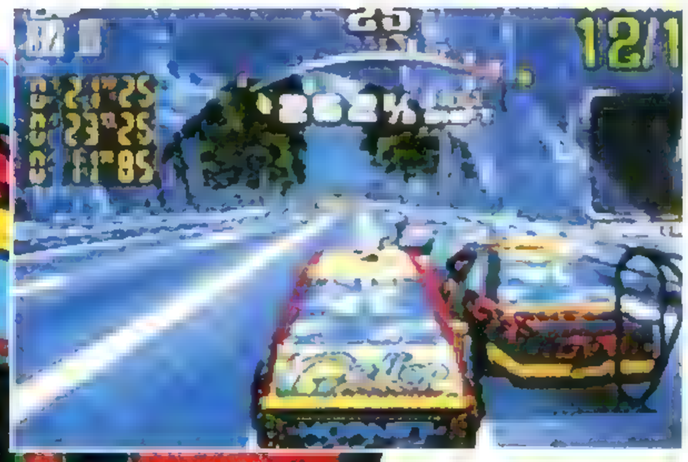


▲ 4 views, I'll have a bit of that.



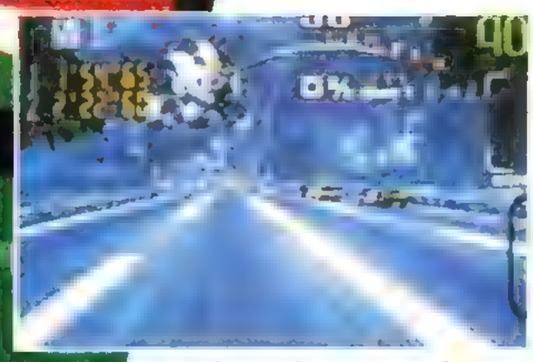
▲ Ramraiders!

▲ Lights on people, it's getting dark, I think.



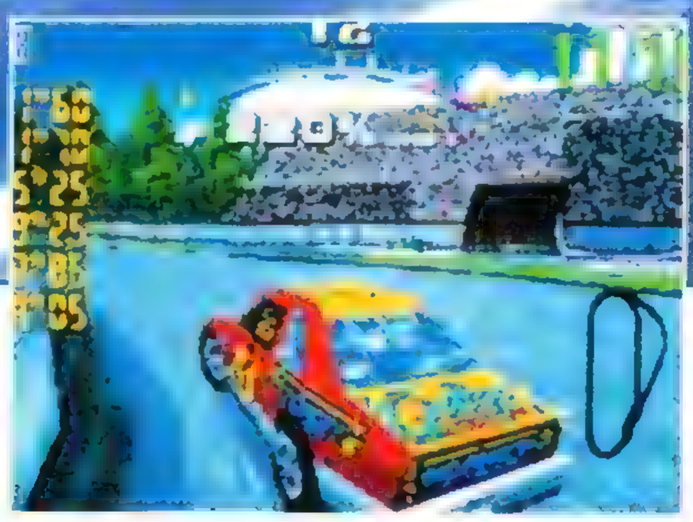
▲ Get out of it. Roadhog!

Ramming speeeeed!



▲ Who's that carved in the rock? I'll tell ya, it's Sonic. Oh mum.

▲ Opposite lock! Nyaaaaaahhh!



▲ Oh yes, plenty of low down torque.

▲ This must be one of them out of body experiences like wot I saw on the telly.

PREVIEW

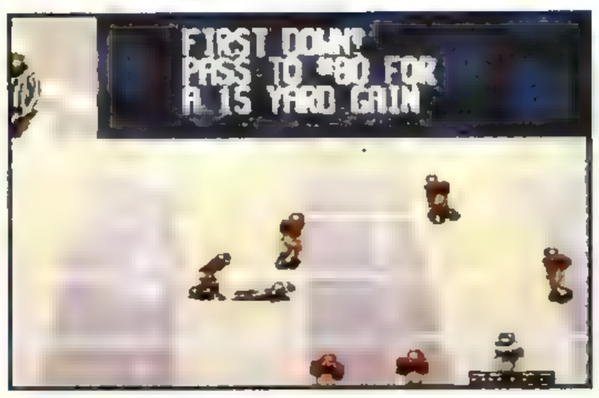
24-MEG

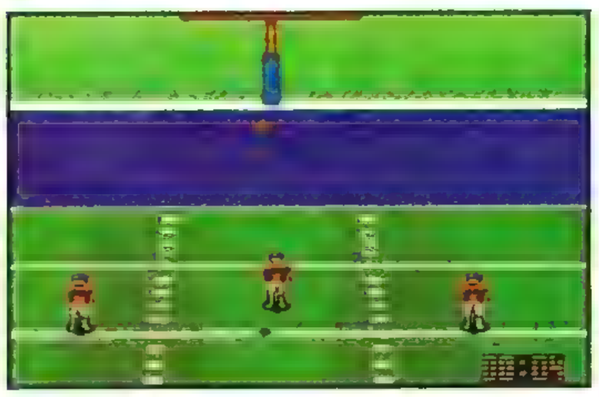
BY: ACCLAIM

RELEASE: TBA

NFL QUARTERBACK CLUB

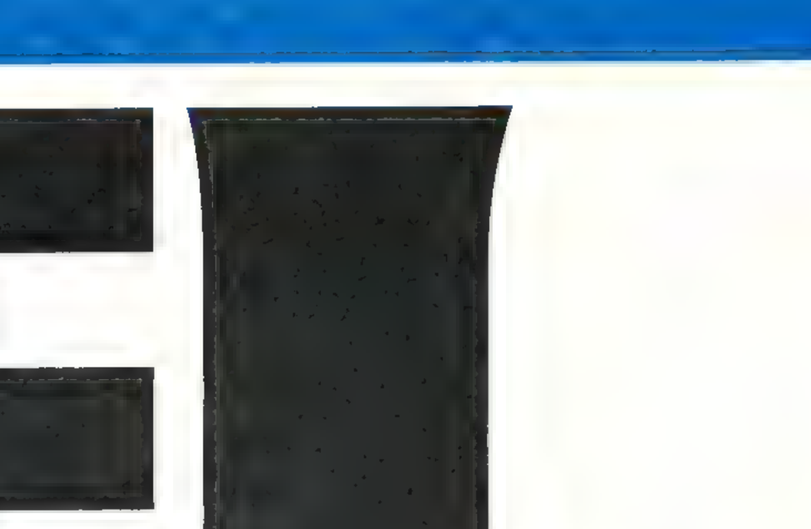
The history of American Football games for the Megadrive is surprisingly diverse.

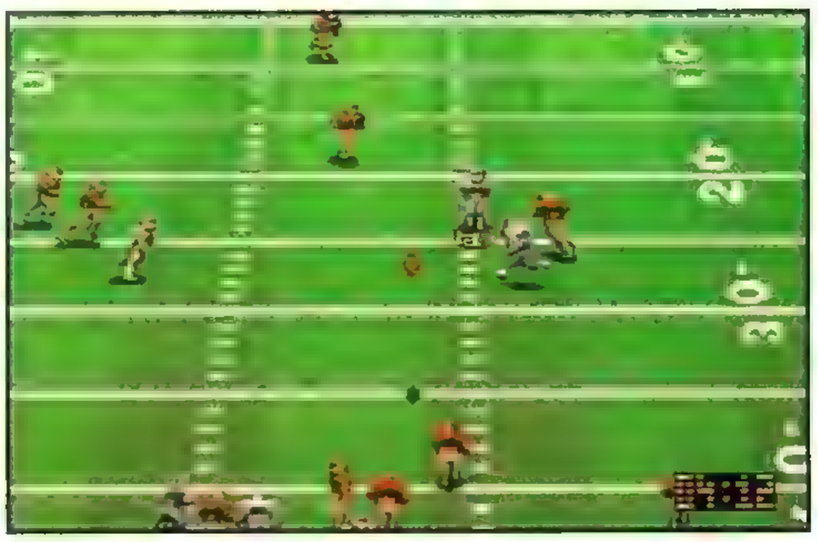




Ruling the roost is definitely EA's series of John Madden titles - five of them in all, most of them bearing an uncanny similarity to one another. Sega jumped onto the bandwagon with their less successful Joe Montana series of games, which introduced Sportstalk - the first live commentary in a Megadrive sports game.

There have been other attempts to capture Madden's crown, the most notoriously bad being the unforgivably crap Unnecessary Roughness '95 - but it looks as though Acclaim might finally beat EA at their own game with NFL Quarterback Club - an American Footie title that bears an eerie similarity to the Madden games. As well as looks, the gameplay is very similar to Madden's as well, with a similar control mode.
However, Quarterback Club attempts to go one better with three different game variations: QB Challenge, "Play NFL" and simulation mode.
Simulation mode is perhaps the most original - and indeed fascinating variation. Quarterback Club recreates major events in American Football history and you have the opportunity to take part.Would you follow history and perform the winning manoeuvre, or would you attempt something more dangerous? It's this sort of level of detail that's going to win Quarterback Club some serious fans in The States.
From what we've seen of the near-finished game, this could well be a decent sports sim. We should have a review next issue.

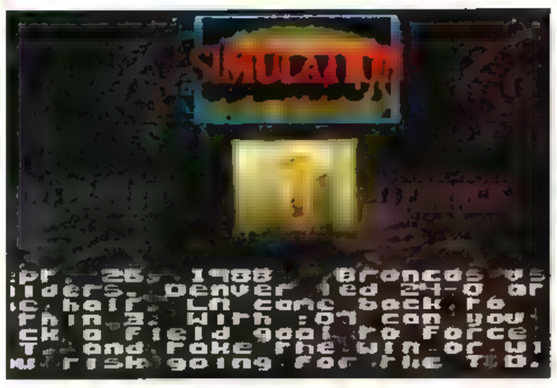




▲ Hmm, I think I'll go for pants like the guy in the middle please. Oh yes, definitely.

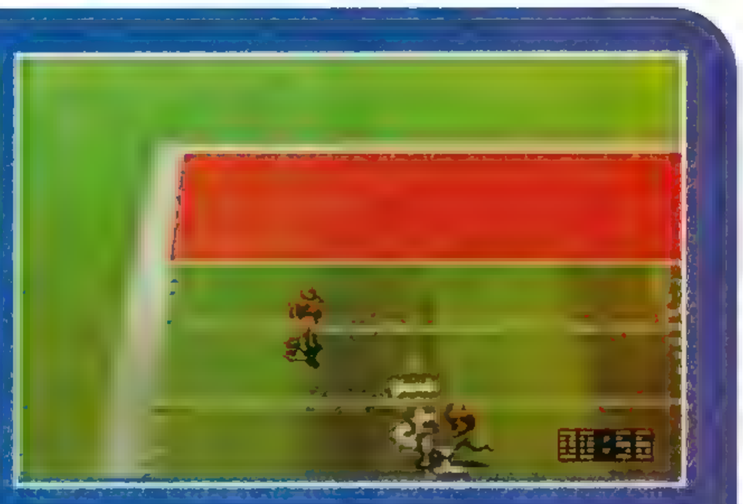
▲ My god, Carruthers, it appears we've stumbled onto a Hunchback's Convention!

NFL QUARTERBACK CLUB



▲ It's one of those pre-play huddles, where the players get their little pep talk. Are we gonna win? Yeh. I said ARE WE GONNA WIN? Silly sod, yeh.

▲ As with all American Footie games, there's snow. It looks a bit peed on here.



▲ He's going for the touchdown. There's no-one to stop him. Not even cheerleaders.

▲ Ah greetings Emperor Ming. Everything is going to plan. Earth will soon be ours.

▲ Hey, it's those play screens, just like the Madden ones. Who are they trying to kid?

PREVIEW

8-MEG

BY: UBISOFT

RELEASE: APRIL

STREET RACER

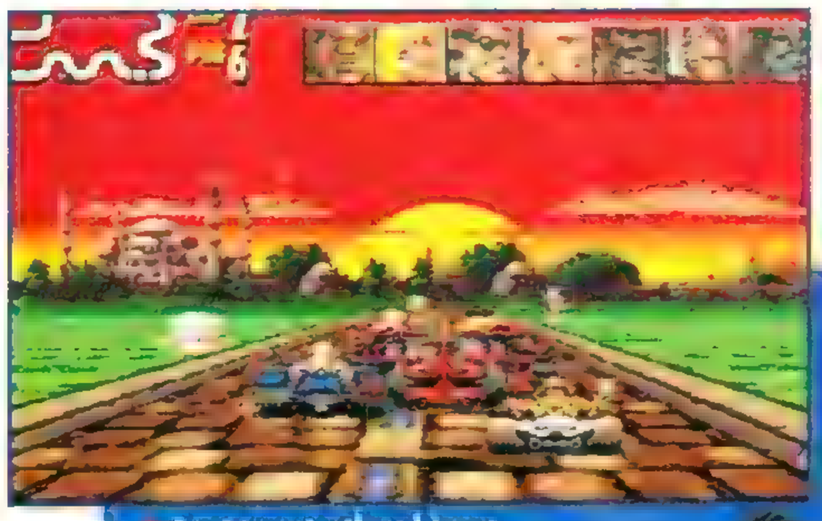
With Virtua Racing Deluxe currently burning rubber on the 32X and Daytona USA revving up for release on the Saturn, could this prove to be the year of hyper-real next generation racing games? Well perhaps not, because coming out soon is Street Racer, a game which would best be described as 'unreal'. What's more, it's setting new standards on the good old Megadrive, proving that the Godfather of Sega consoles is definitely still in the race.

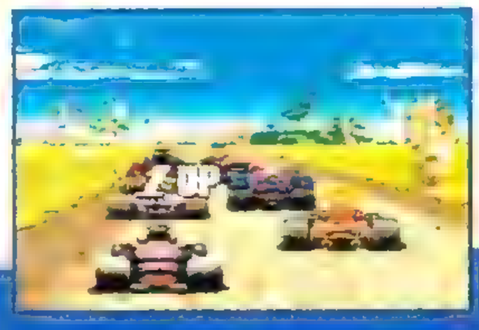
Now, when we call Street Racer unreal, we don't mean it's a poor simulation of racing. Nope, we mean it defies reality. In fact, if we're being honest, it's completely ludicrous. Choosing from eight drivers, the aim of the game is to race against your opponents across a variety of different courses. Nothing out of the ordinary so far, but that's where the similarity to any normal racing game ends, because your opponents range from a Sumo Wrestler and a Zulu Warrior to a Magician and even Frankenstein's Monster.

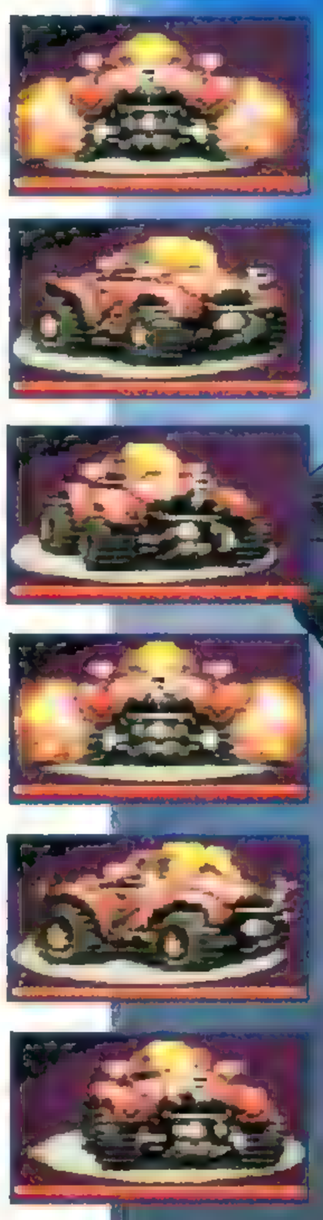
Imagine a cross between Street Fighter 2 and Wacky Races and you should have a fair idea what this game entails. Each of the eight racers drives their own bizarre automobile. On top of this, they each have three special abilities which they can use to their advantage. For instance, Helmut the German WW1 pilot can attack other drivers with his walking cane or wheel-powered circular saws. Plus, he can turn his Mercedes racing car into a Red Baron-style triplane, flying over other cars or cutting corners. These special abilites add a madcap element of strategy to the game, with each character benefiting from masterful use of their powers, especially when they race on their own courses.

Bizarre automobiles and weaponry aside, what really sets Street Racer apart from other Megadrive racing games are the graphics. Programming team Vivid Image have managed to generate textured tracks that scale smoothly toward the screen in a fashion not dissimilar to that of Mode 7 on the Super NES. The result is certainly impressive, even more so in four player mode. Yep, amazingly enough four players can race against each other with the screen spit into four separate views.

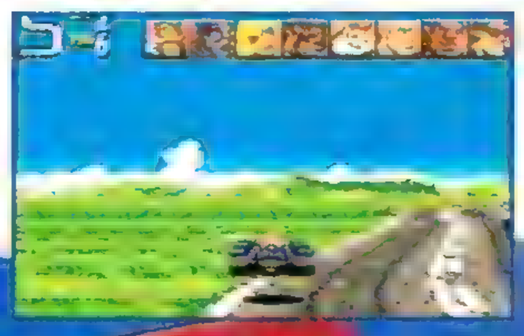
Street Racer received rave reviews when it came out on the Super Nintendo a few months back and it looks set to do the same on the Megadrive. Not that you'll have to wait long to find out, because we'll be putting it through the full review process next month!



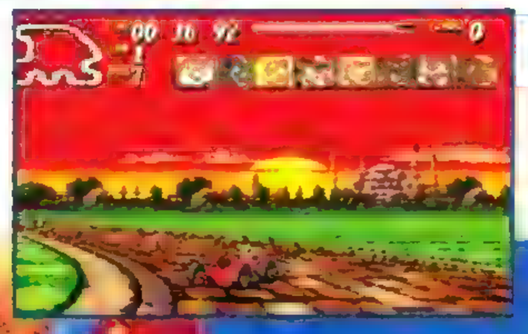




RACER



▲ No stereotypes here matey, oh no.



PREVIEW

16-MEG

BY: SEGA

RELEASE: MAY

NOT JUST DRIVING

As well as the standard racing game, Street Racer also contains a couple of other bizarre sub-games known as Soccer and Rumble. Soccer is, of course, good old fashioned soccer, except you have to dribble the ball around the pitch in your car. Rumble however, is more like the Royal Rumble round from WWF, in which everyone bundles into a ring and tries to knock everyone else out

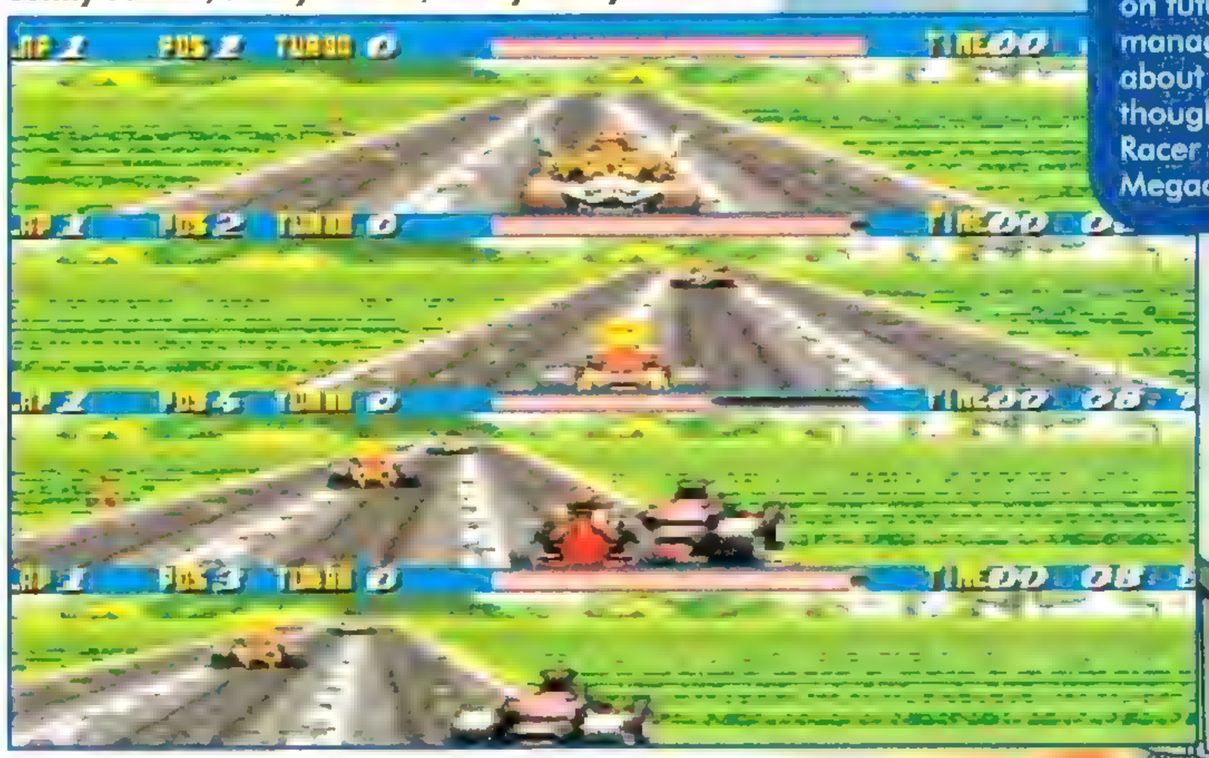
▲ Jonny Jensen, Jonny Jonny Jensen, Jonny Jensen, Jonny Jensen, Jonny Jensen, Jonny Jonny Jensen...

Oh yes, we're hot shot
Tottenham we are the super Spurs

STREET RACER™

DRIVE INTO THE FUTURE!

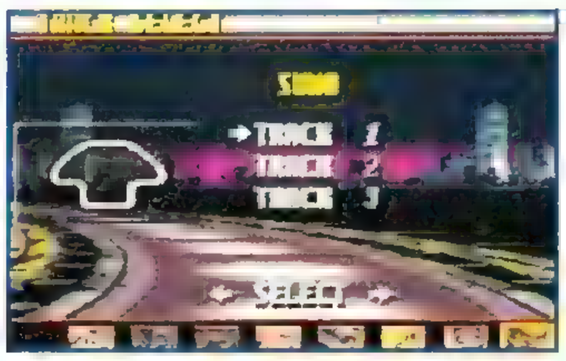
Having spent so much time perfecting the superb scrolling engine for Street Racer, it would seem almost certain that Vivid Image would intend to use it again on future Megadrive projects. However, project manager Stephane Koenig remained tight -lipped about their future Megadrive titles. What he did reveal though, is that they're working on bringing Street Racer to the next generation consoles, including the Megadrive 32X and possibly even the Saturn!



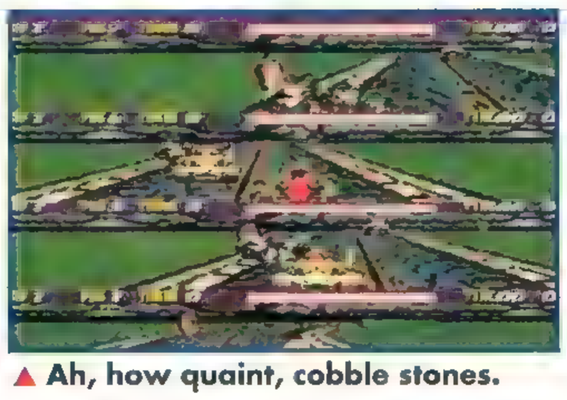
▲ Wow! four player action. Crikey.

▲ Follow the brown mud road.

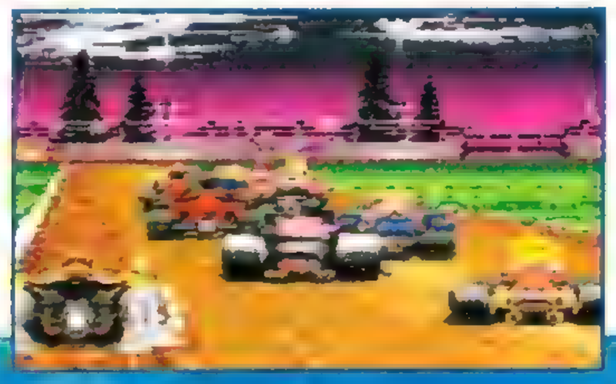
▼ Noooooooooo! sweet Jesus in heaven, by the law of Valhalla, make it four player, pleeeeease.



▲ No, no noooo, not track one! Aaaeeeeiiiii, by the lord above, take me instead.



▲ Ah, how quaint, cobble stones.

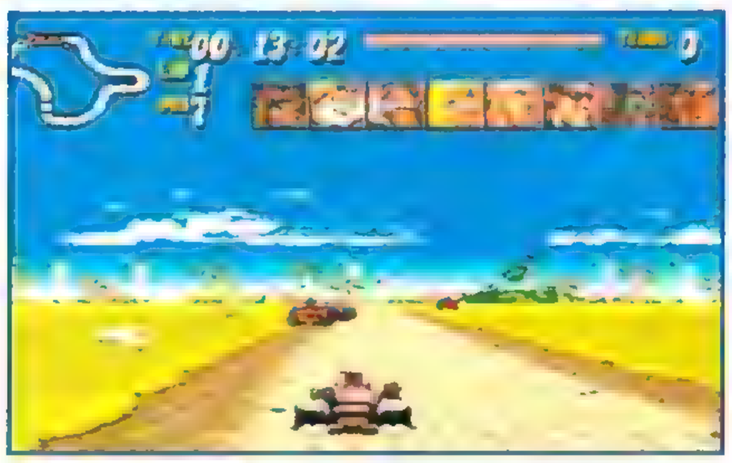


▲ Nice place to stop for a picnic.

▲ I've got a Skoda myself.

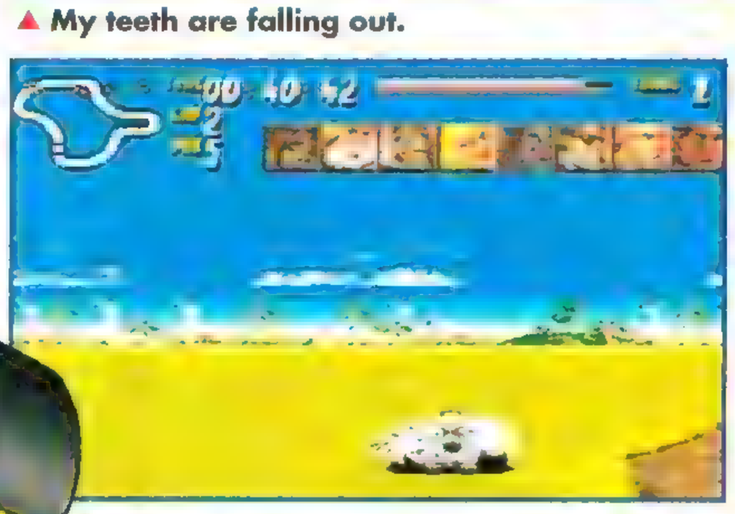
LET'S GO TO THE VIDEO!

At the end of a race, you get the chance to replay the whole thing again so you can view all the best moments. What's most impressive about this feature is the fact that you can view the action from behind or in front of your car, zoom the view around the track and even switch to the view from other cars. What's more, all the players can to do this in four player mode, making for total replay madness.



▲ Not so fast young man.

▲ My teeth are falling out.



PREVIEW

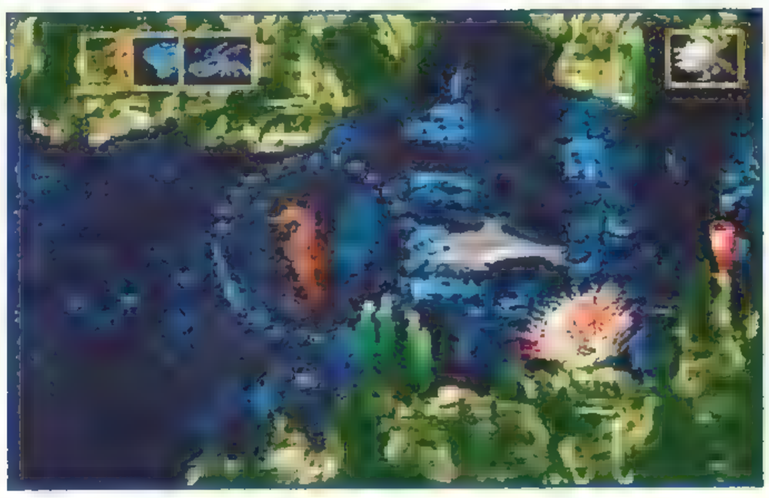
8-MEG

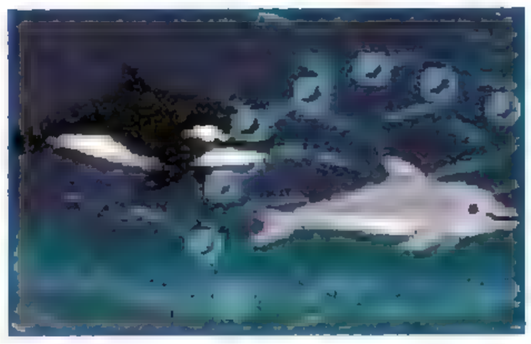
BY: SEGA

RELEASE: MAY

ECCO JUNIOR

Calling all Ecco fans! Is Ecco Getting you down? Fed up with getting stuck on that tricky tenth level? Tearing your hair out? Well, calm down, calm down, help is on the way. Kind of anyway. You see for those of you missing a few faculties, there's a special trainer game in development. You know, to get you used to the kinds of puzzles you'll be facing in the real thing. The bad news is though, that it's aimed at 4-8 year olds. Feel stupid?



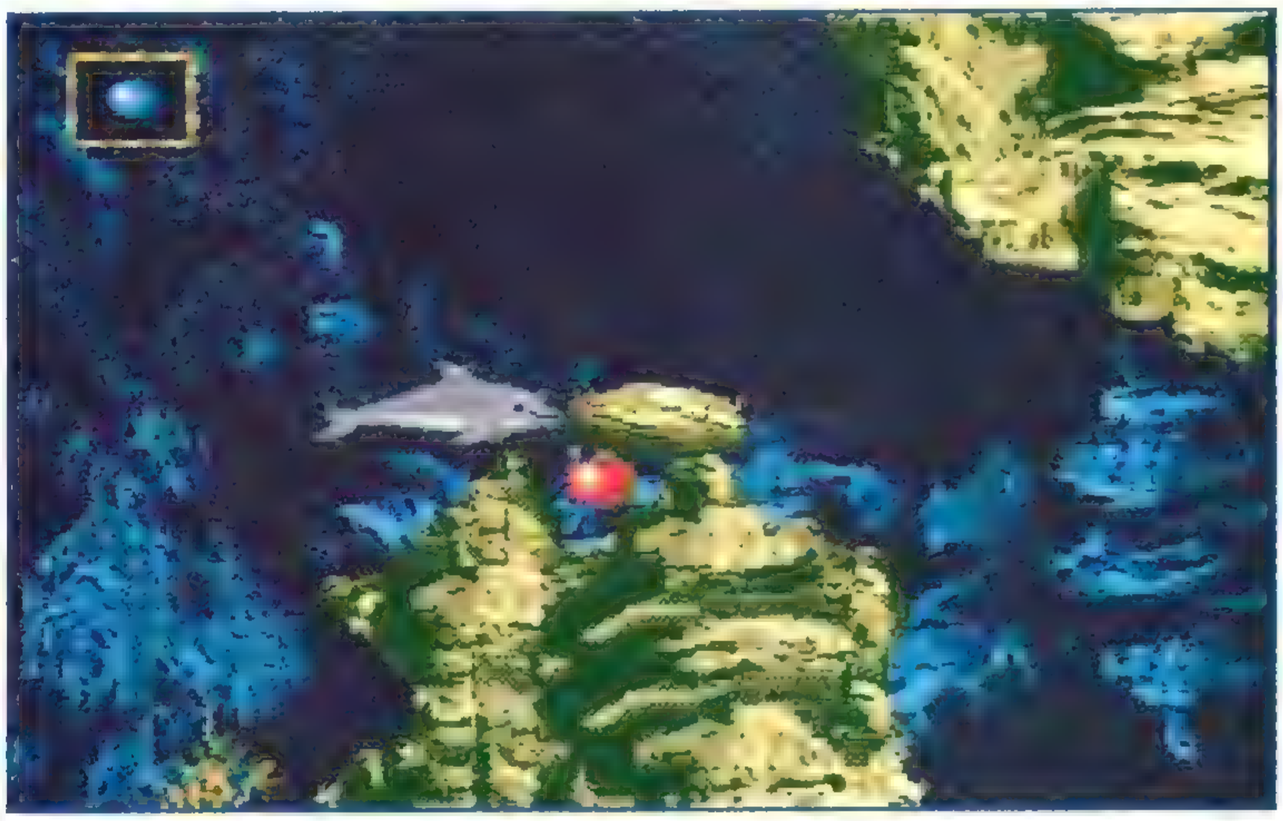


▲ Watch out for the giant mutant seahorse. He's evil.

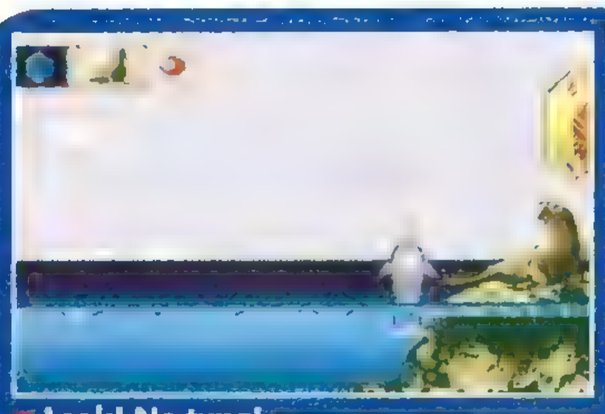
There's nothing too much to worry about though, because this is the first game in a series aimed specifically at pre-school kids. The idea is to get them so hooked on Sega by the time they get to school, that for years after, they'll want nothing else. Probably. Of course the other theory is that parents will buy a Sega system for their child in the hope that they'll get some "educational' use from it. Hmmm.

There's no denying that this version of Ecco makes a perfect educational tool though. Of course, being a dolphin, young Ecco is already pretty intelligent, but he's not really wise to the ways of the ocean. So you'll have to teach him how to go about his daily business in the correct manner. One of the first things he'll do is talk to a crystal who'll promptly send him off to find some friends. By matching up the pictures given to him with the creatures in the ocean, Ecco will be able to progress to much more complex tasks such as cheering a seal up and reuniting a baby turtle with its mother. A budding Cilla Black if ever there was one.

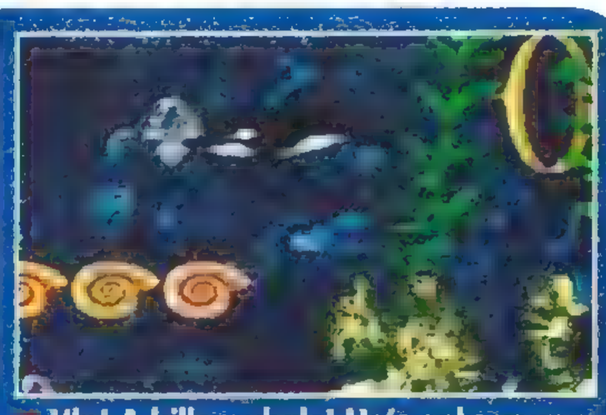
Ecco Junior uses the same game engine as the standard Ecco games, and it pinches a fair amount of the graphics too. But it plays very differently to any of the previous titles and as it's aimed at a much younger audience, it's likely that most of you will have little interest in the final product. However, try showing this to your little bro' – it's a fine way to introduce him to the Megadrive and you may even get a few brownie points from your mum too.



▲ Can I have my ball back please mister?

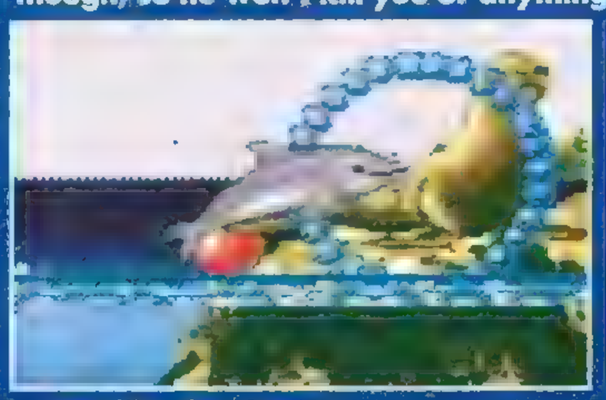


Look! No tuna!



Uip! A killer whale! He's only young though, so he won't kill you or anything.

Blimey, that lobster is almost as big as Ecco. Or is it perspective? I can't tell.



Just like the circus!

THREE TIMES THE VALUE!

As well as taking on the role of young Ecco, there's also the option to play as a baby killer whale or a fully-grown dolphin. Not that it makes much difference, mind. Except that the whale can't jump as high as everyone else and is much fatter too. Ah well, it's all part of the learning process and it adds a bit of variety to the proceedings as well.

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PREVIEW

16-MEG

BY: SEGA

RELEASE: APRIL

X-MEN 2: THE CLONE WARS

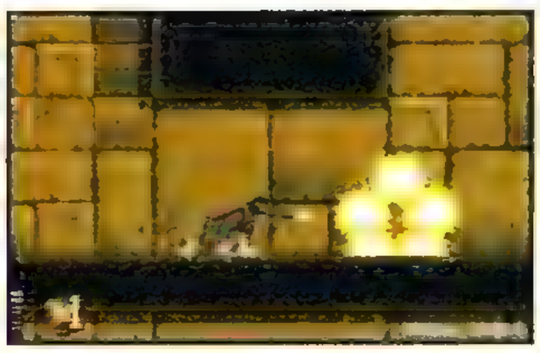
The world's most popular comic series is most definitely the X-Men - the adventures of a band of mutant super-beings who have pledged their lives to defend a world that despises them. Well, that's what it used to be until it went all weird recently (someone went back in time and killed Professor X and changed the present day into The Age of Apocalypse, thus creating another all-new series of comics that once again x-ploit the comics fans, but we digress).

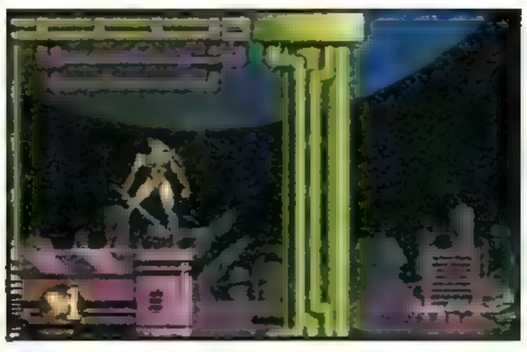
The popularity of the characters coupled with their amazing powers makes them ideal for videogame translation, thus the appearance of X-Men 2: The Clone Wars. This one or two-player game boasts a pretty large roster of X-Men to control including Cyclops, Psylocke, Wolverine, Beast, Gambit and Nightcrawler. Also, you have the chance to play the villain in that you can choose to play as Magneto should you so wish (although in this game he's teamed with the X-Men as he often is in the comics – in between trying to kill them in various ingenious ways).

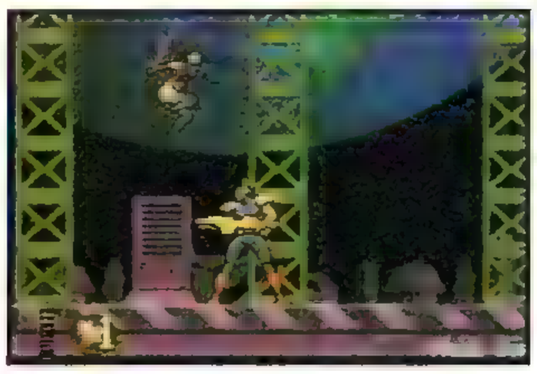
It's platform action all the way, with the characters able to interact with the backdrops, according to their mutant powers. And their power is an area of the game that has been dramatically increased - loads more special moves are open to the X-Men thanks to the inclusion of a mutant power X-meter.

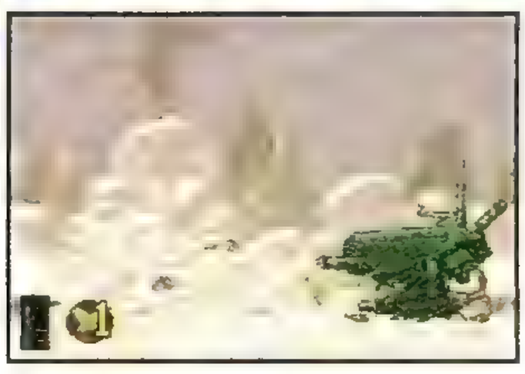
Just about everyone who's read the comics will know that the series is based around team-work, and this rears its head in the new game as well. Just like the first X-Men title, it's possible to have up to two players taking part simultaneously using the X-Man of their choice.

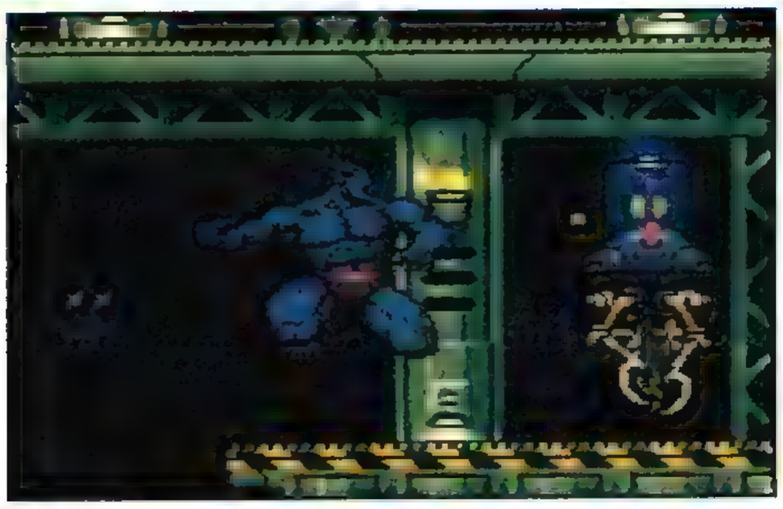
From what we can deduce, X-Men 2 is shaping up to be a solid release and should go down well with comics fans (which will make a change), and it's definitely far ahead of Capcom's recently released Super NES X-Men game. We should have the full review in the next issue of this fine magazine.



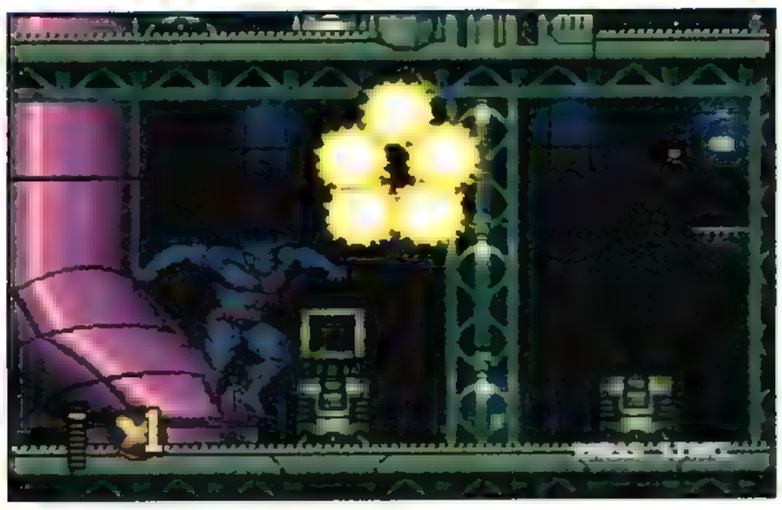






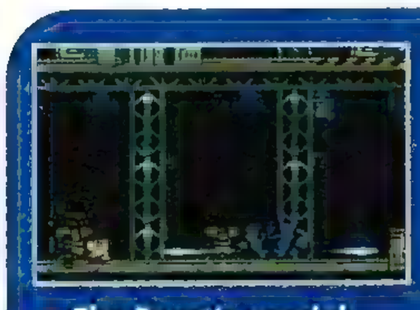


▲ Beast jumps about a fair old bit, as he tends to do in the comics sometimes, actually.

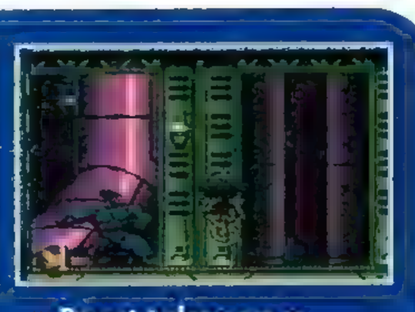


▲ That purple thing is actually the foot of an enormous Sentinel. Fascinating.

▲ Nightcrawler doesn't muck about, does he?

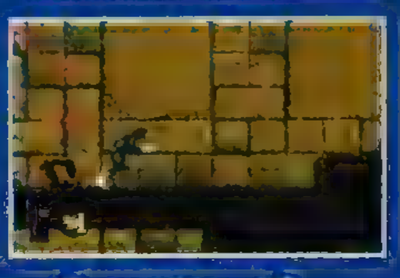


▲ The Beast's special mutant attack.

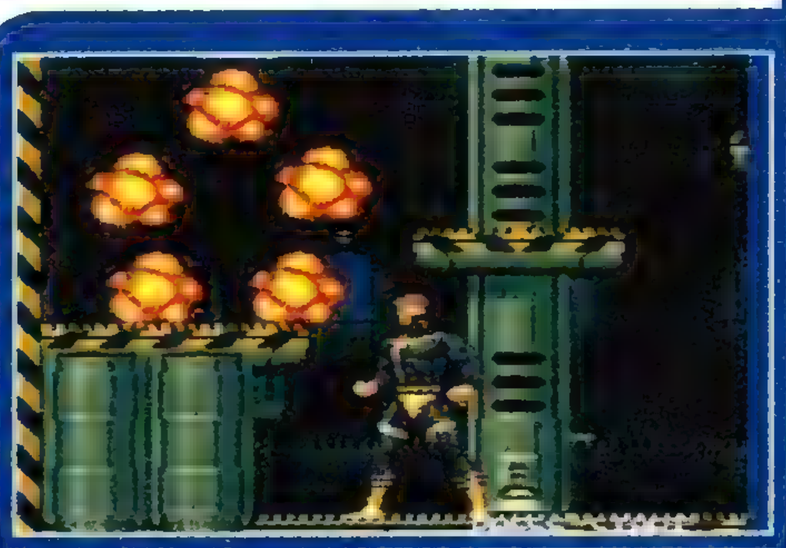


▲ Beast takes on a mechanised drone.

▲ The character select screen. Great eh?

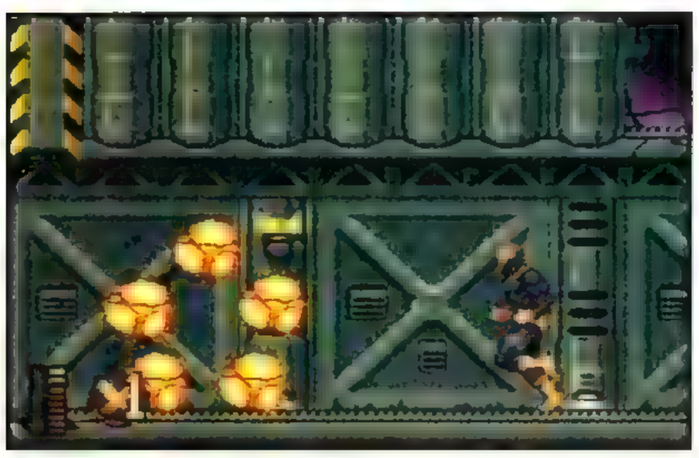


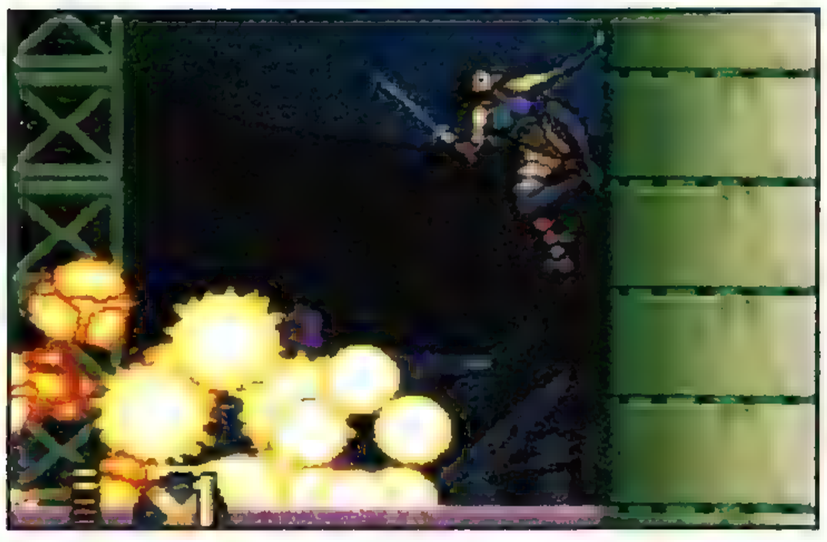
▲ More action with Nightcrawler.



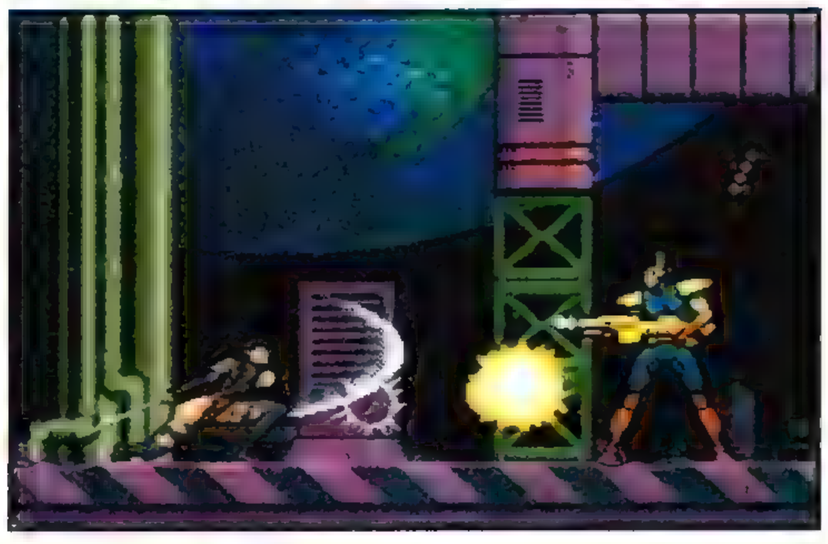
▲ Cyclops' eye-beams result in this rather unrealistic looking explosion.

▲ Wolverine takes on one of "The Hand", the fictional ninja from the X-Men comics.





▲ Well, at least Psylocke doesn't muck about in the explosion stakes. Take at look at this carnage!



▲ Psylocke is an adept ninja, hence her athletic prowess and enormous sword.

PREVIEW

16-MEG

BY: ACCLAIM

RELEASE: APRIL

TRUE LIES

After becoming one of the most successful actors of the eighties when he took the starring role in The Terminator, the future was looking pretty healthy for one Arnold Schwarzenegger. Was, we say, because soon after Terminator 2, Arnie started to make crap films,. Yup, Kindergarten Cop, Twins and Last Action Hero in particular were the laughing stock of Hollywood. And so, to some extent, was Arnie. But last year, he put the film industry to rights when he took the leading role in James Cameron's True Lies. And of course, it was only a matter of time before a Megadrive conversion appeared.

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Okay Harry. You've got to attach the modem to the computer upstairs and download the files.
WIGG O
Aziz is somewhere in the mall, Harry. It's up to you to bring

It's that bit from the first section of the film, but without the tango dancing.

If you haven't seen True Lies, think Death. Think Destruction. Think explosions on the Florida Keys, the enormity of which have Never Been Seen Before. It's pretty good stuff. And yes, it has got that boring bit in the middle, but overall, it's seat-of-the pants-action all the way. Ripe for the converting we say. Which is probably what Acclaim thought too, after all, they're the ones who've decided to bring it tot he Megadrive.

And, like the film, this Megadrive conversion is a pretty action packed affair, taking an overhead Chaos Engine-like viewpoint. Naturally, the aim is to simply blast everything that dares cross your path plus a few things that don't, with a minimum of disturbance to the more conventional citizens of America. You'll find that sometimes the baddies won't even bother to shoot you at all if you don't shoot them first, although sometimes they'll go for an all-out attack. It just depends on their mood.

Although the game loosely follows the movie's plot, you'll be glad to know that all the love scenes have been removed and replaced with more death and destruction – in fact there's probably more violence than was in the film in the first place. And there are a couple of other things to do besides shooting everyone. Each level has specific mission objectives, where you'll have to discover objects, gain information, security passes, and destroy enemy bases in a bid to stop evil terrorists from taking over the world.

True Lies is currently destined for an April release, although at the moment the game is only around 20% finished. But with such a big licence behind the proceedings, it's bound to be big news by the time it winds its way over to us for review. Which may be next month if you're very lucky.

Some of the sprites don't seem in the remotest bit alarmed by that huge gun Arnie's clasping.

Sometimes blasting everyone in sight just isn't the answer. Although it happens to do quite nicely most of the time in this game.

PREVIEW

16 MEG

BY: ACCLAIM

RELEASE: APRIL

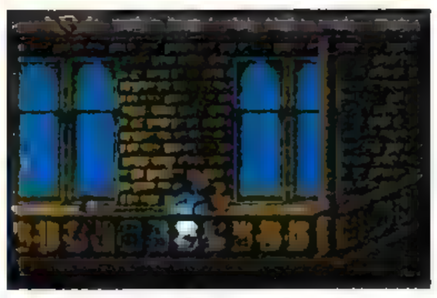
WARLOCK

Warlock. Now that's a self-explanatory title for a game if ever there was one. Obviously it's going to be really violent, right? And there'll be loads of blood and weapons and fighting and everything too. Won't there?

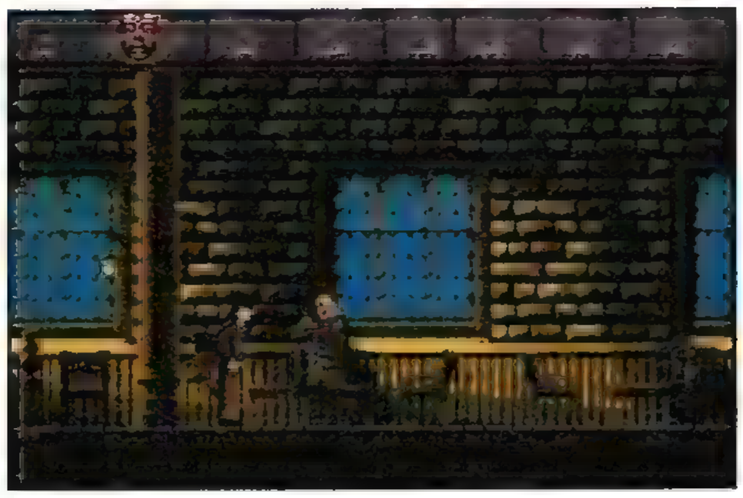
We-ell kind of. But it's not half as gory as its title might suggest. I bet that's spoilt your day, hasn't it? Harking back to the late Eighties when games were all mystical and everything, Warlock is a rather dark looking platformer with loads of spells and potions and things for you, brave warrior, to pour down your gullet. There's hundreds of zombies and wolf men to kill, and there's plenty of weapons at your disposal too. And now we've got that bit out of the way, may we also say that the graphics look incredibly poor at this stage and the gameplay is pretty standard stuff, consisting of running around various scenes, punching zombies and bats? Not the most imaginative design in the world, it has to be said.

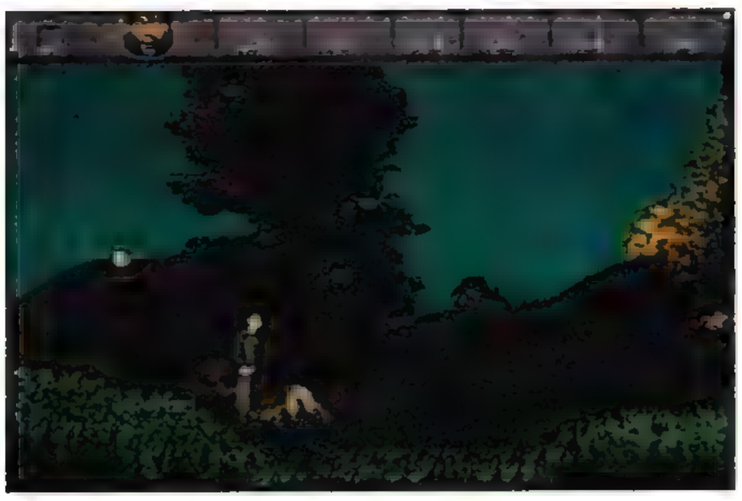
Athough its not actually released until April, most of the development for Warlock is already complete. But since Acclaim already have big movie licences such as Judge Dredd, Stargate and True Lies due for release in the next couple of months, expect this to take more of a back seat. Thank God for that.

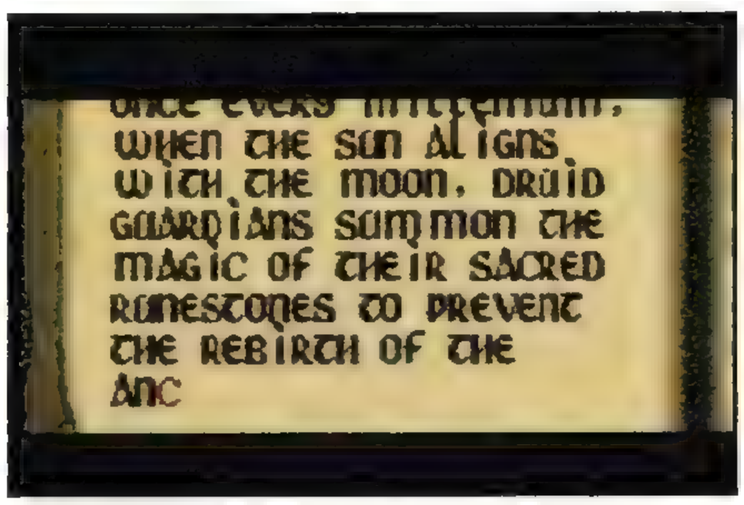
SEGA

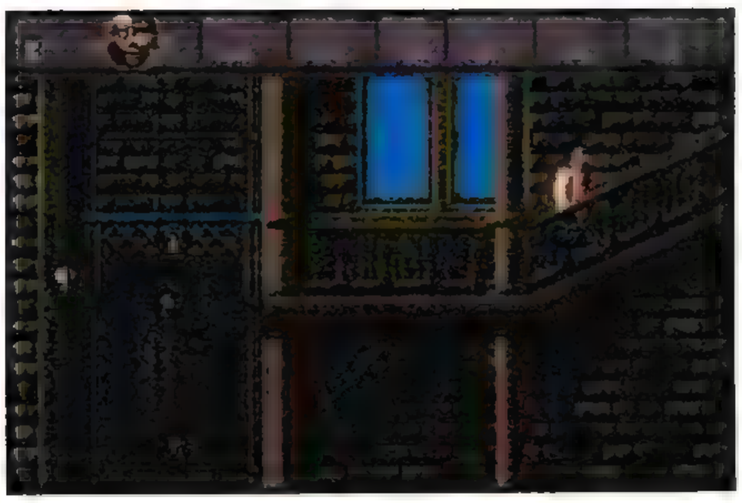


▲ Oh grief, just looking at it flares up my ulcer.









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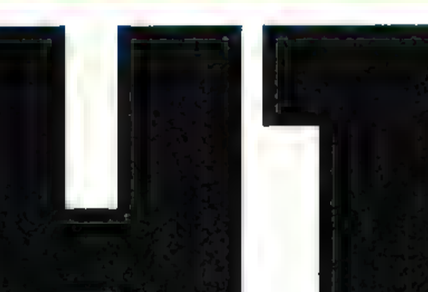
WORK IN PROGRESS

LIGHT CR

There's little doubt that Treasure are one of the hottest programming teams in the World. With games like Gunstar Heroes and Dynamite Headdy under their belts, they've proved their mastery in shoot 'em ups and platform games. Now they promise to do the same to RPGs as they prepare their first sword and sorcery epic – Light Crusader.



We first saw this game way back in April of last year, when it appeared in our Treasure Showcase under the working title of Relayer. Taking on a 3D isometric perspective, the game puts you in the role of a sword-wielding hero type wandering around the tunnels of a subterranean dungeon battling with slavering hellspawn from the black abyss (or something like that). Although this sounds much like the usual RPG hokum, Light Crusader is actually more reminiscent of those ancient isometric computer games, Knightlore and Alien 8, with a fair bit of lateral thinking required to negotiate many of the rooms. That's not to say that the game is without action. There are some simply incredible-looking enemies to sharpen your sword on and, typical of Treasure's attention to fine detail, they've even got entrails to spill on the floor.

Of course, all these features were apparent in the early version of the game we saw last year. What wasn't so obvious though, was the sheer vastness of the game. It's since grown in leaps and bounds, to the extent that it now has overground sections complete with a countryside and mooing cows. And most impressive they are too.

There's definitely been an onslaught of RPGs hitting the Megadrive of late, with most of them following the same old Zelda formula. However Light Crusader promises to be something different and with Treasure's track record we could well be looking at one of the best games of the year. Look out for the full showcase and review soon.

SEGA

USADER

Coming Soon.

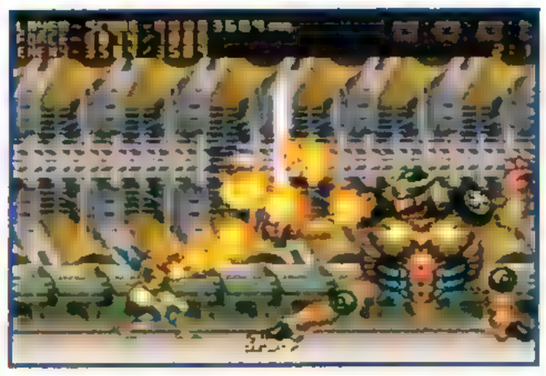
LIGHT CRUSADER
SIZE: 16-MEG
BY SEGA
RELEASE: TBA

▲ Ooh look, it's a cow. And it even moos if you prod it a bit.

■ Now where exactly did I leave that treasure? Blimmin' demons, they all look the same.

■ " So anyways, I said to her – Mona, you just won't get anywhere with a face on you like that."

MAJOR PROGRESS



▲ That's a boss that is. You see a lot of them in this game.

▲ This is without a doubt, the ugliest boss in the game. His main weapon is his, erm, probiscus. At least, that's what it looks like.

▲ No, the screenshot isn't upside down. You can stick to the ceiling by your feet.

ALIEN

Now, when we saw this game last year at Sega HQ, it was behind closed doors in their 'never-going-to-see-the-light-of-day' department.

Boy, were we excited by the idea that we were witnessing a Sega game that few others would ever see. Still, that's all gone to pot now because the game has only gone and decided to come out. That's right, in the year since we saw it, Alien Soldier has been growing, pupating, developing into a finished product. Either that or the programming team, Treasure, decided to finish the game. Yeh, that's probably it.

Mind you, it's good thing they did, because to be honest we thought this game had potential with a capital PONT. You see, beneath the exterior of this glossy blaster is none other than the game engine of Gunster Heroes. That's right, THE Gunstar Heroes, arguably the finest Megadrive game in existence! Was this the original game on which Gunstar Heroes was based, or was it the other way around? Who knows, but the connection is obvious from the superb warpy music, incredible sound effects and even the similarly awesome weaponary. However, there is one big difference between Alien Soldier and Gunstar Heroes. In fact, between Alien Soldier and any shoot 'em up.You see, this game is made up purely of bosses!

That's right. Bosses. Those huge, scary guardians you confront at the end of the levels of wimpier games. Only here they appear continuously, one after another. It's certainly a bizarre idea. However, considering that bosses tend to be the most impressive enemies of any game and Treasure are the masters of creating jaw-dropping bosses, this could prove to be the formula of one of the most mind-blowing shoot 'em ups around. Only time will tell and the review.

SEGA

▲ This game is soo realistic it even shows the bosses going to the toilet. Look, this frog's had sweetcorn for tea.

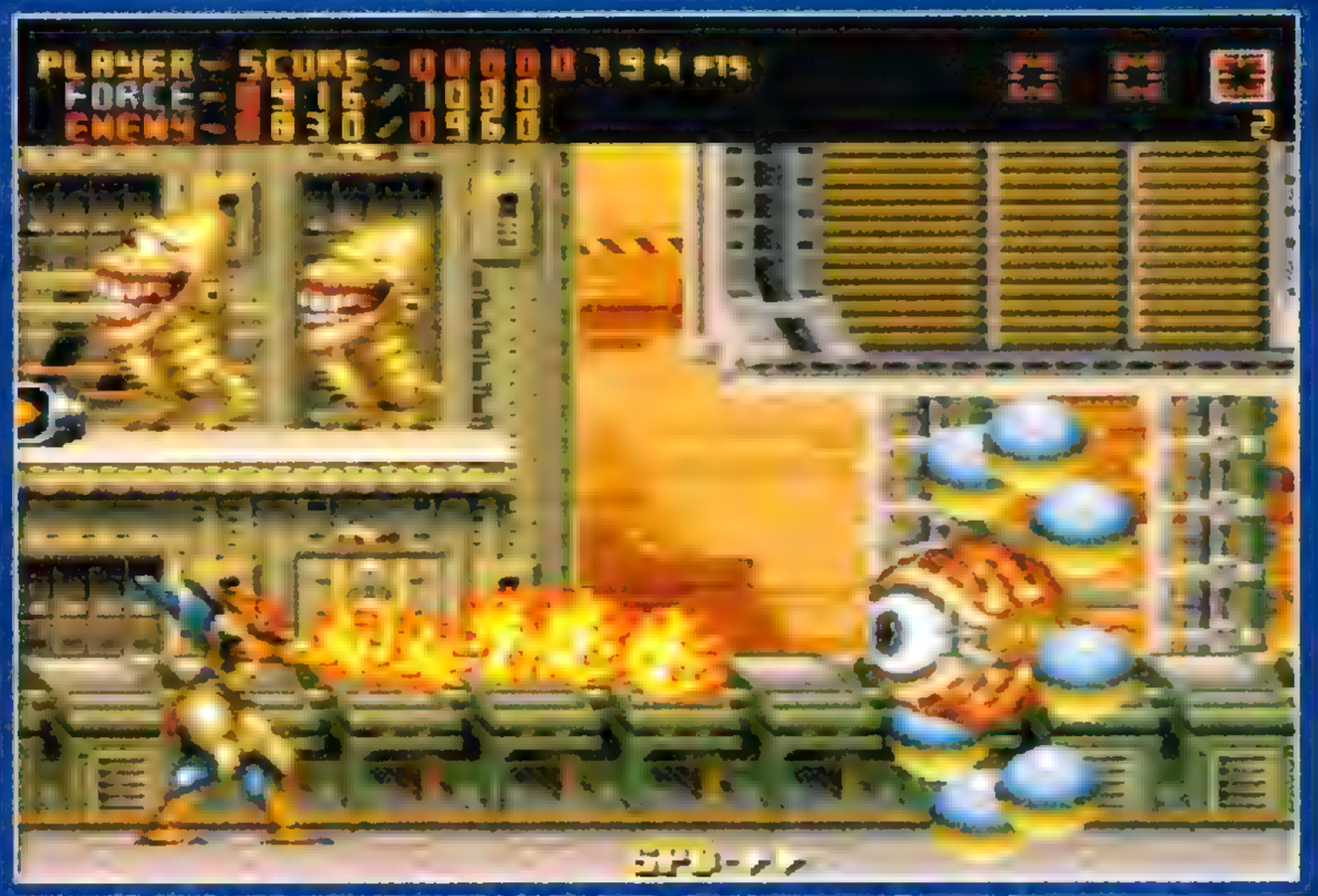
▲ Just one of the Alien Soldier's special moves. When his energy is at maximum he can transform into a fiery phoenix, blasting across the screen with devastating results.

SOLDIER

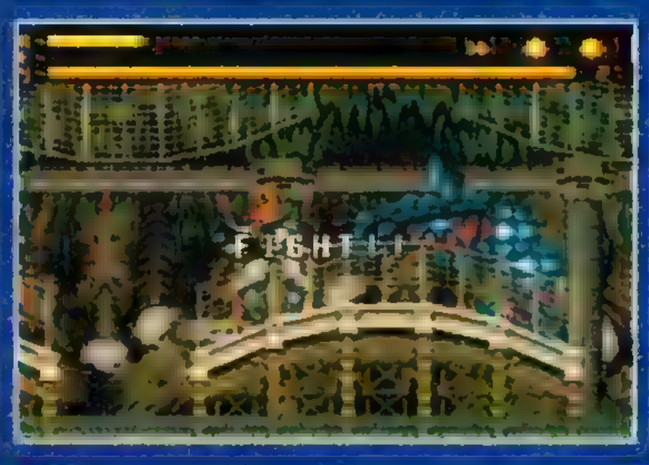
Coming Soon.
ALIEN SOLDIER
SIZE: 16-MEG
BY SEGA
RELEASE: TBA

There are six different weapons available, but only four can be carried. You can have four of the same weapon or have a whole range of different ones. The choice is yours.

Looks like Metal Mickey wants your melon Alien Soldier. Easy boy. You want the melon eh? Here you go then. Boogie boogie!



Each level does have a normal bit of scrolling blasting with small-time enemies getting in your way, but these are really just short warm-ups for the boss sections.



The game is basically just made of scrolling levels, with one boss after another. Later on though, these levels become incredible tough, like this water one for example.

Alien Soldier uses the Ranger Force (above), Sword Force (bottom left), Homing Force (middle) and the deadly Buster Force is let loose (far right).

LETTERS

Right you crazy Sega heads – it's been a long time, been a long time, been a lonely time. Been a good Christmas? And how about New Year? Good Easter, of course, you had an awful time, in which we didn't receive our congratulations. Anyway, here we are again, at the part of the mag where you can, like, "interact" with your favourite magazine, or write about Sega, or start a fight with another reader, or anything you want. Unless, like Tony Rooney of Runcorn, you just want to bleat about some overrated band (and spell the name of the lead singer wrong – we'll just laugh at you anyway (again), let's get on with the show. If you'd like to be a part of our mighty empire, send your missive to the following address: WHO'S A PRETTY BOY THEN CHIRP CHIRP WHO'S A PRETTY BOY LETTERS, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Thank you.

YOU SAD MAN

Dear Earthlings,
I am pleased Sega named a console after my home planet Neptune, but I am gravely worried about the position of the Megadrive. What are Megadrive owners all over the galaxy going to do when this Neptune arrives? Will the Megadrive be neglected or will Sega continue to make fine quality games like they do now? I am very worried about my Megadrive. Oh! How the Pluto do you get into the jeep in the Triceratops area in Jurassic Park? I try, but can only find the horn. Aaargh! I came to Earth to find answers, give me them or I'll blow up your planet!
Jam, Neptune.

SM: Well, we rang Sega's marketing department to query them about their future plans for extra-terrestrial MD owners, and they told us to get lost. This is because Megadrives are only sold here on Earth, what with there being no signs of life on any other planet in the galaxy and what have you. As for your Jurassic quiz – beep the horn, wait for the Triceratops to ram the jeep, then run away very quickly. Repeat. The jeep is now open.

BOX KNACKERING CONUNDRUM

Dear Sega Magazine,
I am writing not just for myself but on behalf of all those 32X owners who bought one in the confidence "That inside every 32X package are four £10 off vouchers and two £5 off vouchers" (Sega Magazine Jan 95, p49).
So on December 1st I bought my 32X and 3 games (£350) only to find there were no vouchers inside. I have to send off a questionnaire for my vouchers. So that night I put it in the post, and nearly a month later a Sega letter arrives... my vouchers? No, a letter telling me they will be sent soon (how thoughtful).Two weeks later they're here – but what's this? Not only do I have to send my original receipt (which they will not return) but also the original bar codes CUT from those already naff cardboard software packs. Feeling a bit miffed that I paid £180 for 3 games just to cut their boxes up I phoned the Sega helpline number that came with the vouchers. What do I get? An awfully unhelpful answer machine wanting my name and number so that they would get back to me, and did they? What do you think?
All this makes me think – when the Sega Saturn is eventually released in this country will it be bundled with a game or will it have £50 vouchers "inside" every box?, and if it had the vouchers will we have to mutilate our CD cases just to get a tenner back?
P Steed, Witham, Essex

SM: Actually P, we're with you on this one. Surely conventional point-of-sale money off vouchers would have made more sense? If Sega have any brains at all the scheme won't be replicated with the Saturn. If it is you can see Rich about it, he lives near you.

LOOKING FOR A GOOD TIME

Dear Sega Magazine,
I think your mag is ace so that's why I have to write to tell you about my friend. His name is Kevin Rainbow. He is 16 and is looking for a girl between 15 and 16 or a little older. He likes football, snooker, golf and girls. He likes girls with long blonde or brown hair, tall, looking for a good time, he has money. Someone in the north-east around Stanley or Durham. Write to this good mag, I will show him and tell him about you. Write about self. Please, he is desperate. He doesn't know I am writing to you so please print this. Thank you.
Tucka, the North-East, around Stanley or Durham.

SM: Well, we can but try, Tucka, but don't hold your breath. Actually, do – it's pretty tight not telling him before you humiliate him in front of thousands of people. Still, that's life, eh?

CHUN LI NOT REAL HORROR

Dear SM,
Listen Mr Anonymous, Twerton, Bath, my friends have seen the letter and they think it was a good laugh! Do you honestly think I meant what I said in that bloody letter? If you do I think you've gone a bit mental. And, I notice, that Chun Li just "happened" to be your favourite character. Oh like, you don't fancy her or anything. That's why I gave you that so-called cheat. Yes, for the likes of you pervy gits out there. And I also have noticed that, in a way, we are both sad arguing over a so-called person (which in any case is not a person at all, it's only a computer character)
PS Yes, I am that other anonymous.
Graham Coate, Swords, Co Dublin.

SM:Boys. boys – she's not worth fighting over you know. Cooks a crap breakfast.

WHAT A NICE CHAP

Dear Sega Magazine,
I have bought your mag from issue 1 and I have been constantly impressed by your informative reviews, previews and showcases etc.
I have a Megadrive and 24 games, most of which are sports sims. Your recent showcase on 32X was brilliant and the future certainly looks good going by the standard of

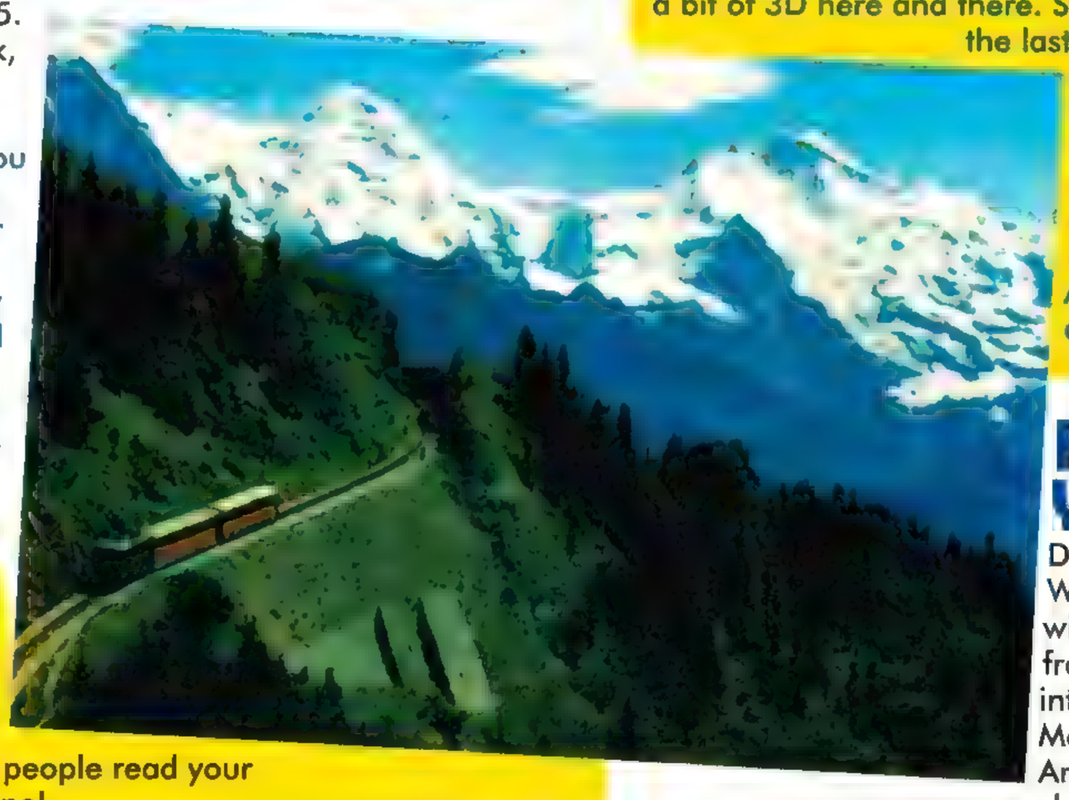
the first games released.

Personally I will be waiting a couple of months before deciding to buy, to see if there will be a steady stream of games from the top programmers, including sports games and original games using the extra memory to maximum effect.

This may sound a bit trivial but don't you think the packaging for the 32X cartridges looks naff and cheap. Anyway, keep up the good work and all the best to all the staff at Sega Mag and friends at Mean Machines for 1995.

Benny McGinlay, Kingspark, Glasgow.

SM: Hey Benny, what do you want, expensive packaging or more ozone and that for all the dolphins? This is Sega's first and finest foray into environmentally sound cart production. They're even going to make Saturn cartridges from sustainable balsa wood.



HEY MAN!

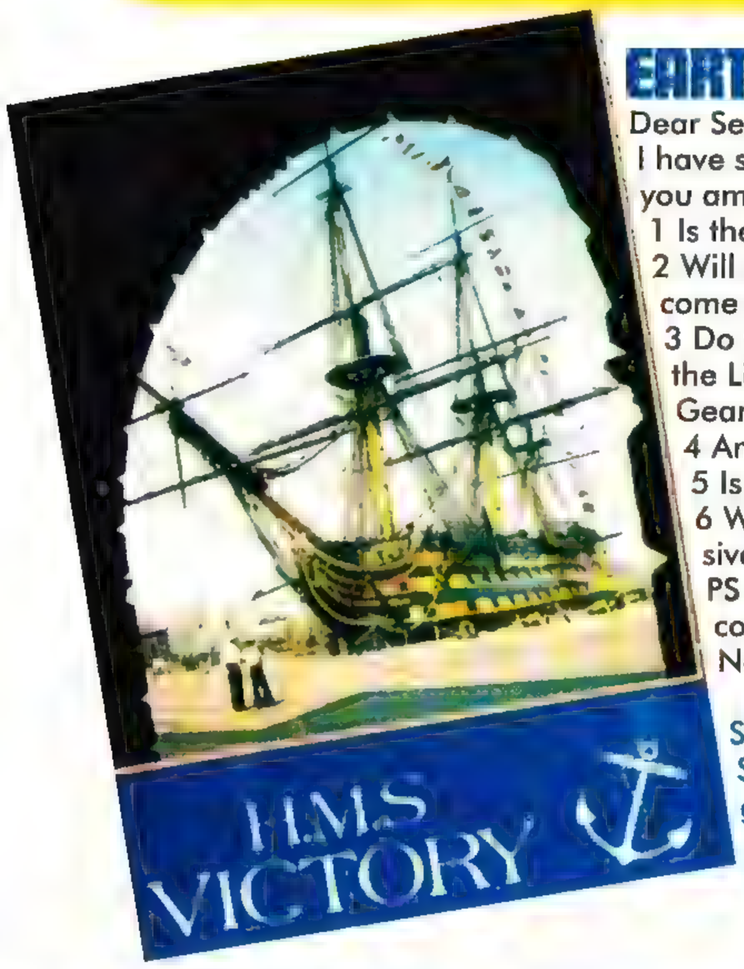
Hey man!

Cut the crap your magazine is simply the best. If you're counting how many people read your magazine count me in as one!

bye,

Someone who forgot their name and address.

SM: Righto.



EARTHWORM JIM

Dear Sega Mag,

I have some questions to ask all you amazing mag writers:

1 Is the sky blue?

2 Will Sonic & Knuckles ever come out on the Game Gear?

3 Do you have any cheats for the Lion King for the Game Gear? If so, tell me them.

4 Am I an alien?

5 Is Tom C cool?

6 Why are games so expensive?

PS I think you are the coolest mag in existence. No, really.

SM: 1 Earthworm Jim. 2 SNES has the edge for graphics, but the Megadrive has the biggest variety of quality games. 3 Streetfighter 2 or Mortal Kombat. 4 English games won't work on import machines – sorry. 5 Daytona USA. 6 Dynamite Headdy or Earthworm Jim.

EXCELLENT SURNAME

Dear Sega Magazine,

I am an extremely frustrated Megadrive owner who, when looking at the incredible, graphically superb 3D games that pass by on the SNES (StarFox, Stunt Car Racer etc done with Nintendo's Super FX chip) become aggravated that my machine (also 16-BIT, therefore just as capable as Super NES) does not have games that stand up to Nintendo's excellent 3D graphics. And now Donkey Kong Country!

What I would like to know is, am I right? Can we boast games similar to (or better than) the likes of StarFox, Stunt Car Racer and Donkey Kong Country? Or will we have to make do with the special stages in Sonic 2 and 3, the stampede level on the Lion King and the Moose Chase Stage in Mickey Mania? Please tell me what 3D games are being planned for the Megadrive and perhaps the possible release dates. Last but not least, your mag is the best I've read so keep up the good work!

PS What do you think of Rise of the Robots on the Megadrive?

D Dombrowski, Salford, Manchester.

SM: If you get fed up with Sonic 2, stampede levels or moose chases, you could always try Virtua Racing, which also features a a bit of 3D here and there. Sheesh! Where have you been for the last million years? Sega have their own FX chip (the SVP Chip) which gives the Megadrive superb polygon handling capabilities. However, the Megadrive can't display so many colours as the Super NES, so they do tend to look a bit flatter. Anyway, Rise of the Robots is an absolute crock of spite.

PJ'S REVIEW OF THE YEAR

Dear Sega Mag,

Well, with the Christmas season winding down I can finally recover from the massive Coke and Pepsi intake, the unwise volumes of Heavy Metal and the constant TV viewing. And seeing the 32X advert every single break.

Anyway, down to business! I found the feature on old arcade games in issue 13 very thought-provoking. It's good to see someone else is a big fan of Power Drift, I thought I was the only one! It should definitely be converted to the 32X in my opinion. I also think that Wonderboy in Monster World should get the 32X treatment, as it's one of my favourites. And what about an arcade perfect conversion of Thunder Blade? But how could Rich slag off Galaxy Force? I think it's probably the most action-packed game ever, and very playable too. But what the 32X really needs to see a few units is a perfect version of Super Streetfighter 2 Turbo (or SSF2X if you're a Japanese purist like me). We know the 32X could do it quite easily, and it would be a good blow to Sony's PSX version. So that's my post-Christmas ranting done, but finally a question to Rad. Since you're a bit of a metal man (or so I've been told. I have sources EVERYWHERE! AHAHAHAHAA!), what do you think of Megadeth's new CD, Youthanasia? So it's got nowt to do with games, but it makes a change. I personally think it's quite magnificent. Goodbye now. I'm addicted to chaos!

Paul Johnson, Skegness.

SM: Paul! Welcome back! Anyway, SSF2X is actually set to hit the Saturn, but don't say we told you. Galaxy Force, on the other hand, will never surface again, hopefully. And as for Megadeth – hide thee back to the 80s young man, and pick up some Wool and Godflesh albums on the way.

APRIL'S WINNING LOTTERY NUMBERS

Dear Sega Magazine,

Mystic Michael predicts your future free of charge.
Ricky – Ricky finds the guts to take his mask off and he reveals himself as a Cling-on off Star Trek and he plans to take over your mag and make it into PlayCling mag. So watch out. His hobby will be trainspotting.
Sam – Sam will win the lottery, a whopping ten million and leave your mag to go and marry John Major. All this will happen on April the 1st [spookily enough, that's a Saturday – lottery night – SM] so watch out. Her lottery numbers will be 2, 19, 23, 27, 39, 44.
Rad – Rad will sack Rich and eventually take over the mag for the next ten years saying what will be reviewed and not. He will come up with an idea to rule the world and he makes everyone have a Sega, and makes everyone buy Sega Mag.
Jeff – Jeff takes to the stage with Take That in Australia as the lead singer and he gets swamped by the crowd and press. Jeff makes millions in the next few years by starring in the new Bruce Lee film.
Tommii Koxx – Gets a car and a hair cut. He is offered a part as Lurch in the Addams family. He finally reviews a decent game called Tommii the Tank Engine. He makes loads of money and decides to have plastic surgery.
Tommy G – Finds himself the brother of Tommii Koxx, decides to get contact lenses and is made into a Virtua Fighter. He's so good he appears as a secret character in Mortal Kombat 9 called Wimpy. Then he decides to retire.
Claire – Claire is a new person but she does not stay long because she is thought to be a spy from Nintendo looking for games to copy for the Nintendo consoles. Somebody puts her in a trance so she has to kiss a worm.
Michael T.

SM: Yes, revolution brother! I shall rise from this desk and... oh, hello Rich. Yes, I'll work late tonight. Yes, no wages for me, thanks. Thank you sir.

OH, A WISE GUY

Dear Sega Magazine,
This is what a friend of ours made to take the mick out of the 32X. It's an "emulation template", for which to stick on your PC monitor whilst playing Doom. Et voila! Doom a la 32X! It would be cool if you could print a shot of this thing in your editorial or something and give our friend a mention. His name is On Porter. That's right, ON Porter. "on" as in opposite to "off". We, however, wish to remain unknown. You can just call us "Scouts for Sega's New '32XCES-SORIES' Section".
Peebles Q Goosecreature iii (Deceased), Jethro Roger Ring (Very Silly).

SM: Verrrry funny. Send us some more "accessories" and you could win a Desert Strike bandana! Wow!

MY LIMITED HARDWARE SHAME

Hello,
Remember me, Mr "Unhappy Mega-CD owner" from last year? Well, I think you should make that "Unhappy 32X owner"...
I was in fact becoming quite content with my Mega-CD, what with games like Formula One Racing and Battlecorps in my collection. These games are truly outstanding achievements, making good use of the limited hardware. A special mention has to go to the soundtrack of Battlecorps – especially after destroying Moses. Rest assured, the Mega-CD knows how to deliver the funk!
Then, with anticipation dripping out of my ears, I rushed out and bought a 32X. It was as if I held the cutting edge of technology in my hands. I knew this was the key to perfect conversions of the newest and freshest arcade games... and pigs might fly! Where is Virtua Fighter? Where is Daytona?
Having viewed the games already available, I can quite confidently say "NOWHERE". Well, not decent conversions of them. I mean, look at Virtua Racing and Star Wars. The original arcades are verging on three years old now, and still it can't match them! Thinking back to what Barry Jafrato said , this all seems a little ridiculous.
I'm surprised that we have seen nothing up to the standard of Road Rash and FIFA Soccer on the 3DO. I would have thought that the 32-BIT RISC processors would be able to slap out texture mapped terrains as smooth as whipped cream, and at high speeds too. Don't bother trying it on with Motocross, I'm sure the Mega-CD could handle that.
I am in no way trying to put the 32X down – Virtua Racing is quite impressive. It's just that we were promised so much more. It's off-putting when you realise that what you've just spent £200 on isn't quite the revolution you'd hoped for (I wouldn't dream of buying a Saturn – it's way out of my price range).
I suggest that Sega makes good use of the Mega-CD,now they have the ability to do so. Four processors and 550 Megabytes could make one awesome funker of a game! Well at least they'll have the opportunity for some funky soundtracks...
What we need is for Sega to put some REAL effort into their games, instead of these rush jobs they've been churning out (I'll refrain from mentioning Doom...)
Harjinger Singh Chema, Hounslow, Middx

SM: Well, Harjmeister, you certainly like your funk don't you? Aaanyway, I can see your point about the 32X – some of the later titles haven't been particularly impressive. But take a look at some of the titles in the pipeline: Virtua Fighter, Wing War, Chaotix, Waterworld, Rocket Boy – there's loads of ace looking stuff around. Fret not, young man.

Aah, parting is such sweet sorrow, but alas we must flee into the night once more. Catch you in 28, groovesters.

GET YOUR BACK ISSUES NOW!

Here at SEGA MAGAZINE, we often receive desperate calls from near suicidal individuals. However, salvation is at hand. As a service to our noble and beloved readership, we give you the opportunity to catch up on those issues that you might have missed. The price? £4.95 per issue for UK residents, £5.95 for "overseas".

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Exclusive Eternal Champions feature and review. Toe Jam and Earl 2. Doctor Robotnik's Mean Bean Machine. Virtua Racing preview. Street Fighter 2: ultimate players' guide.
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Virtua Racing! Review and 12-page feature with
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May 1994
Megadrive 32X! 32-bit upgrade announced - we interview Sega's European Product Director for the WHOLE story. Streets of Rage 3: incredible feature and review. Sonic merchandise round-up. Daytona coin-op revealed!
FREE! Superb 'n' very useful Sonic 3 mega-map!

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June 1994
32-bit special! A look at the future of Sega gaming! First Saturn casing pictures! Reviews: The Jungle Book, Master System Ecco, Marko's Magic Football, Pete Sampras Tennis... and more!
FREE! Four totally exclusive and lovely-looking Virtua Racing postcards!

ISSUE SEVEN
July 1994
More Megadrive 32X: first casing pictures revealed to the world! Saturn special! Dragon feature and review! Included in the line-up of top reviews: The Incredible Hulk, World Cup USA '94, Mortal Kombat CD, Body Count and plenty more too!

ISSUE EIGHT
August 1994
FREE! Superb 16-page supplement packed with everything you need to know about Super Street Fighter II. Enormous Mortal Kombat II feature , plus first screenshots of the Megadrive 32X... and even more superb gear!

ISSUE NINE
September1994
FREE! Top notch Mortal Kombat II poster! Exclusive! First look at the latest Mickey Mouse game! Full Mortal Kombat II review along with a frankly enormous eight page Megadrive 32X work-in-progress showcase.

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Exclusive Urban Strike review and 16-page supplement! Reviewed: Sonic & Knuckles and Dynamite Headdy - they're ace! Exclusive Saturn and 32X pictures! Half price games offer... And plenty more besides!

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November 1994
FREE! Collectors Item Mortal Kombat II all-formats death chart - every fatality on every version! Exclusive Lion King feature and review. First preview of Saturn Virtua Fighter. Probotector: greatest blaster ever?

ISSUE TWELVE
December 1994
FREE! Megadrive 32X supplement!
FREE! The Lion King supplement!
Exclusive! Doom review and showcase. Reviewed: Virtua Racing Deluxe, Star Wars Arcade, plus top Christmas Megadrive games!

ISSUE THIRTEEN
January 1995
FREE! Tips Bible - the greatest cheats related item in the cosmos! Exclusive! First review of Ristar! Plus: we take a look at the first Saturn games in the UK! Best Christmas buys revealed! Doom 32X - best players guide ever!

ISSUE FOURTEEN
FEBRUARY 1995
Exclusive! First review of Metal Head on Megadrive 32X! First look at Panzer Dragoon and Victory Goal on Saturn. Daytona USA also featured!Concluding part of the incredible Megadrive 32X Doom players guide!

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- APRIL 94 ISSUE 4 ❑
- MAY 94 ISSUE 5 ❑
- JUNE 94 ISSUE 6 ❑
- JULY 94 ISSUE 7 ❑
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Q+A

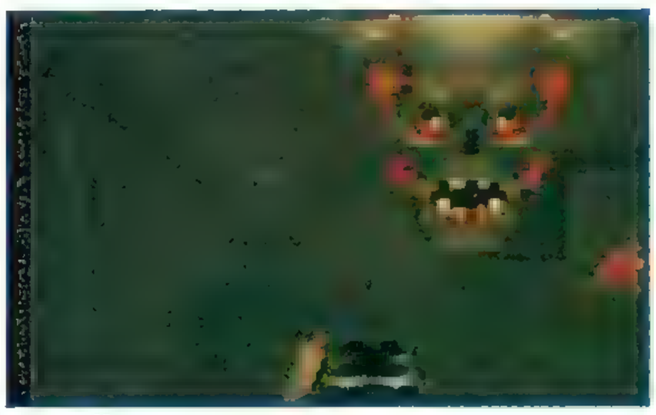
Hi folks, [illegible]ere, [illegible]. You [illegible]ttin[illegible]ere in my [illegible]owe[illegible] with my [illegible]urniture and [illegible]alls, there's not [illegible]at gives me [illegible]re, but if there's [illegible]ing that makes me [illegible] gooey in the [illegible]dle it's answering all your little queries. How I chuckle when I imagine all you youngsters tro[illegible]depths of your [illegible]just to p[illegible]Bano, with [illegible] of s[illegible]dless ques-ti[illegible] You really knod[illegible]make an old [illegible]don't you? [illegible] we shoul[illegible] m[illegible]e night so [illegible] sh[illegible] my collect[illegible]British Rail timeta[illegible]. There's some priceless piece[illegible] there you know. Anyway, what I really wanted to say was please, please don't stop writing in. Without you I would surely go[illegible]. Imagine a l[illegible]t: SOMEBODY GET THE [illegible] EDITOR, Q&A, SEGA MAGAZINE, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

WILL IT DIE A SILENT DEATH?

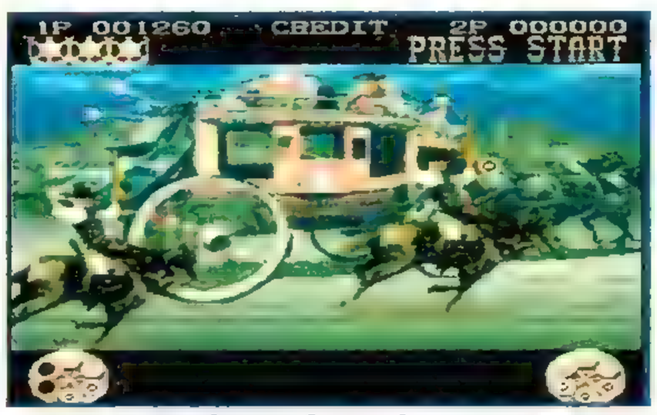
DEAR SEGA MAGAZINE,
Congratulations and all that on such a great magazine. Now answer my rather important questions.
1 Megadrive mouse eh? I've heard that it can be used for games such as Cannon Fodder and Syndicate, but I'm finding it very tough to get hold of the thing. No one seems to sell it. Do you know if anyone does and how much it will cost?
2 Why aren't there any good games for the 32X? For example Virtua Racing Deluxe – probably the best game for the console – is only a conversion of an already existing game. And as for Doom – where did half the screen go? Even Star Wars Arcade is an X Wing/ Rebel Assault copy.
3 Like the Mega-CD many moons ago, will the 32X die a silent death when the Saturn is released later this year?
Thanks very much, keep up the good work and mail hand grenades to the writers of SF2 perv letters.
RICHARD STURDY

SM: Well, as we said when we covered it in issue two, the Sega Mouse was a strictly limited edition thing - you can't buy it any more, put up a classified ad somewhere. However, you should be able to get hold of it for around £29.99, but to be honest, for most games, your humble joypad should do the job nicely. 2 It's true that the games you've mentioned are mainly conversions, but that doesn't stop them from being classed as quality titles. In fact, out of all the 32X games released so far, these three are still a cut above all the others.
3 NO. Sega Europe have loads of games in development for the machine and they see the 32X as more of a mass market product – mainly due to its price. You see, because the Saturn will be so expensive, many people won't be able to afford it. The 32X is a realistic alternative.

▲ **Have some of that you tart!**



▲ **Hello mum.**



▲ **I want to be enforced.**

LETS GET CREATIVE

DEAR SEGA MAGAZINE,
I have a few ideas to add to your already excellent magazine:
1 In the reviews section, why not give the games marks out of ten, give the game up to five stars, write if it is poor, average or good, and give 2-5 cheats per review.
2 Write the top games for the following consoles: Megadrive, Mega-CD, 32X, Game Gear and Master System.
3 Have a full page poster featuring the computer game of the month. You could name the section "computer game of the month".
CRAIG HARRINGTON, ESSEX

SM: The thing is, that's kind of what we do already. If you really can't bear the thought of not having games marked out of ten, why not move the decimal point once to the left? But you know, it really doesn't make any difference at all. And we do tell you whether the games are any good or not – that's kind of the point of reviews. And there's no use in giving game cheats away in a review – it would spoil your enjoyment of the game when you buy it, not to mention getting us into trouble with countless software houses who don't like cheats for their games being printed until the title is out in the shops. Oh and thanks for your highly imaginative tip on how to improve the mag. Hmmm, "computer game of the month". Could be a winner...

MORE SVP GAMES PER-LEASE

YO! SEGA MAGAZINE FOLK
I think that Sega should consider making more SVP games for the Megadrive, as it would keep all Megadrive owners happy.
2 If Daytona was released on 32X would it have an SVP chip included in the cart? Surely it would need an SVP chip to keep the speed and detail of the Arcade version?
3 I would like to take the opportunity to tell all those people living in the dark ages that plugging a teletext TV into a sky receiver will give you sky text. It will!
4 I don't think that converting the original Clay Fighters to the Megadrive when SNES owners can already play the sequel was a very good idea. It just means that us Megadrive owners get the mickey taken out of us.
5 Why don't you print winners names? It's not as if anyone is going to go round to their houses and mug them, is it?
TJ McCALL, GLASGOW

SM: Sorry, but it's very unlikely that Sega will release any more SVP games for the Megadrive. At around this time last year, Sega were planning to release a series of SVP games and there were even rumours that the SVP chip would be released as a standalone cart with games plugging into the top. However, these plans were scrapped fairly promptly and instead, developers decided to create the 32X.
2 It's unlikely that Daytona will be converted to 32X, but if it was, the SVP chips that it would need are already included in the 32X. And even with the help of these, it's likely that the result would be far from arcade perfect. 5 We've a massive backlog of competition entries stockpiled in the office, and we're gong to get around to sending the prizes off just as soon as we can.

I AM STUCK

DEAR SEGA MAGAZINE,
Are there any level selects or other cheats for the cartridge version of Lethal Enforcers? Please answer my letter.
DAVID STEVENSON, NORFOLK

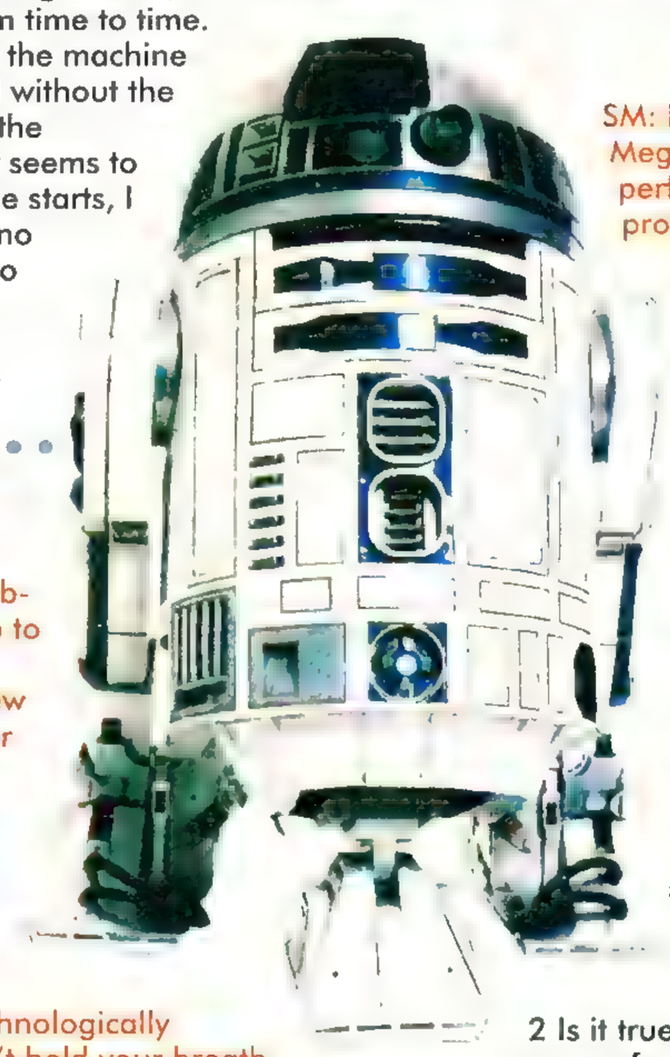
SM: There's no level selects or anything or this game, but according to our cheats bible (free a couple of issues ago) the best way to defeat the end of level bosses is to aim for their weapons. This still causes damage, but makes it difficult for enemies to get a shot in.

DOOM IS ONLY HALF DONE

DEAR SEGA MAGAZINE,
Please could you answer my questions on 32X related stuff.
1 Which 32X CD releases will be based around VHS quality FMV? Will the FMV definitely be of video quality? And how will the games play – are they all going to be linear adventures like Double Switch?
2 Do you get a reverse track option if you complete Virtua Racing Deluxe with all five cups?
3 In Doom there are tons of levels missing as well as a few other things, such as the movement maps. All these features are

included in the PC version, so why aren't they in the 32X version too? Is it possible that id software will produce a plug through extension cart or a 32X CD version? It would be nice if we were to receive a special edition Doom 2 or Quake at the same time as PC owners.
4 Whilst playing Virtua Racing Deluxe, I've found that the game freezes from time to time. It won't reset unless I turn the machine off. I've tried this with and without the steel plates included with the machine, and neither way seems to work. Also, when the game starts, I sometimes get sound but no picture. Doom runs with no problems at all, so what's wrong with VR Deluxe?
ANDREW GILLET, BLACKPOOL

SM: We don't really know much about the video releases for 32X at the moment, although it's probable that they won't be up to video standard. However, you can get a quick preview on a few of the titles in our CES report this month.
2 Don't know, although we reckon the mirror mode cheat is in there somewhere. 3 Because the 32X doesn't have the same amount of memory as a PC and it's not as technologically advanced either. And don't hold your breath for an extension cart. 4 Take the game back to your dealer, explain the problem and get them to swap it for a new game. If that doesn't work, you may need to get your 32X seen to. It should be still under guarantee though, so at least any repairs will be free.



A BIT DAFT

DEAR Q&A,
I'm new to Sega consoles, having just purchased a Megadrive, 32X and Star Wars arcade, so forgive me if my questions seem a bit daft.
1 As far as I can see, the big advantage with Sega systems is their upgradeability – as new machines are released, the old cartridges will still run. Will this be true of the Saturn too?
2 I know they're pretty simple and basic, but 3D blasters are what I really enjoy. This is why I purchased Star Wars Arcade. Will Starblade be released on the 32X in the future?
3 Will there be any cheat cartridges made for the 32X?
4 Will Virtua Fighter 1 or 2 be released on 32X?
5 Do you have any cheats for Star Wars Arcade?
Thanks for your help,
H SOLO

SM: Probably not, although there have been rumours that you may be able to play 32X games on the official UK Saturn. 2 Stellar Assault is due for release some time this year and there's also Mother Base, which you can read about in our news section. 3 Probably. 4 Can't say for sure yet. 5 Nope, but there have to be a couple in there somewhere.

MY HOUSE MAY BLOW UP

DEAR Q&A,
After only one session (lasting ten hours) I'm a complete Doom addict. This is excellent and well worth buying a 32X for. I do have a couple of problems though. I use a four way trailing socket and can't plug all my adaptors and the TV in at the same time.Will it affect the system if I only use the Megadrive and 32X adaptors and unplug the CD adaptor? Do I risk any damage by using the trailing socket for so many adaptors? And how do I get around the problem when I need to use 32X CD software? Why can't Sega bring out just one adaptor which can be used for all three systems? Sorry about the seriously scruffy writing, but I'm a Cacodemon and it's difficult to write when you haven't got any hands.
Thankyou.
A CACODEMON

SM: If you unplug the adaptor for your Mega-CD, Doom should still run perfectly, but you could run into problems when you buy a 32X CD game. Obviously, it's not a good idea to daisy chain a load of plugs up together, so maybe you should run a couple of the adaptors from a different mains socket.

HOW WOULD YOU LIKE IT?

DEAR SEGA MAGAZINE,
I thought out of sheer thoughtfulness I would write to you and wish you all a happy new year. I hope you all got what you wanted for Christmas – that is of course a year's subscription to Bella Magazine.
1 Are Domark releasing a new version of F1? If they are, give us some info.
2 Is it true that Sega are bringing out games for the 32X that will run in your Mega-CD and give you perfect video footage? And is it true that these games will be more expensive than normal 32X games?
3 Aren't you getting a bit fed up with all these Mortal Kombat and Streetfighter games? They're just going to end up being like Sonic games – little more than updates of the same game year after year.
4 I read in a catalogue that the ELSPA ratings are compulsory and that if you are under 15 it's illegal to buy a game with a 15 rating. But some time ago I read that these ratings are only recommendations. Who is right? And if this catalogue is right, what would YOU do if you wanted a game but couldn't get hold of it because you weren't old enough?
ANON

SM: Domark are releasing a new version of F1 sometime this year, although to be honest, it doesn't seem that different from the previous version and they seem to be taking an awfully long time in releasing screenshots to the press. 2 Many 32X games have different prices – the simpler conversions cost less than developing a game form scratch, and this is all taken into consideration when deciding the price of a game. Check out the news section for some 32X CD FMV games and judge for yourself. 3 Not really, millions of people love these games, and as long as the quality stays high and the playability's there, we're not complaining. You don't have to buy them if you don't want to. 4 Although the ratings administered to video games are not currently compulsory and merely serve as guidelines, expect them to become law at some point. But as ever, where there's a will there's a way, and I doubt whether it will prevent most of you from getting hold of violent games. Use your imagination!

▲ A Biker Mouse from Mars. I think.

▲ Feel my mighty frightening lightning earth robot.

GO GO POWER RANGERS

DEAR Q&A,
Please do me a favour and answer my six questions.
1 Will Theme Park be released on the 32X?
2 I have a Megadrive 32X. Is it worth buying a Sega Saturn (I can afford it)?
3 What other games other than VR Deluxe, Doom and Star Wars Arcade should I get?
4 What do you think of Metal Head?
5 On the Saturn there is a CD port and a cartridge compartment. If you slot 32X games into this compartment, will the games run?
6 Will Power Rangers be released on the Megadrive?
A SEGA MAGAZINE AND BIG BOY
BARRY FAN

SM: 1 Possibly, although there's no definite plans yet. 2 Yes it's worth buying a Saturn WHEN it's released officially. You could run into all sorts of compatability problems if you buy an import machine. 3 Metal Head. 4 Pretty good, it scored 87% in our February issue. 5 No. 6 It already has been and it wasn't much cop at all.

Hey you guys! Enough already! You'll go and wear yourselves all out of questions. Don't forget to tune in to next month's Q&A though, where we'll be sorting through all your amusing gaming anecdotes. Chortle!

RELEASE SCHEDULE

FEBRUARY

MEGADRIVE 32X
AFTERBURNER
SPACE HARRIER
COSMIC CARNAGE
GOLF'S BEST 36 HOLES

GAME GEAR
MICKEY MOUSE 3
RISTAR
BONKERS

MEGADRIVE
RISTAR
ATP TENNIS
DAFFY DUCK
BONKERS

MARCH

MEGADRIVE 32X
METALHEAD
MOTOCROSS CHAMPIONSHIP

MEGADRIVE
STORY OF THOR
STRIKER
X-MEN 2
ROAD RUNNER
SAMURAI SHODOWN
ASTERIX

MEGA-CD
ECCO 2
ETERNAL CHAMPIONS 2

GAME GEAR
FATAL FURY SPECIAL

SCAVENGER SET THE STANDARD

SHOWCASE

Stop press! In our news section you'll have read the piece about Batman Forever shaping up to be one of the most incredibly 32X games to date. You'll have also seen mention of a video put together by the Scavenger Teams, showing just what they can do with the 32X technology. Well, we've got hold of it. Richard Leadbetter reports.

The pictures you see on this page are from demos created by two of the most talented programming teams in the world: the Denmark-based Zyrinx and Lemon. These two teams, assembled under the Scavenger label, are set to revolutionise the world of Megadrive 32X with their first 32-bit games.

Their demos also prove that the potential of the Megadrive 32X has hardly been touched in the titles released to date. Polygons, gouraud shading, light sourcing, texture mapping, you name it: these teams have mastered it. And Scavenger would also like our readers to note that these are very early demos - the final games will be even more impressive.

Scavenger have a total of 11 top-flight teams under their wing and by the end of the year they hope to have released three 32X titles and two Saturn games.

Take a look at these pictures of these Saturn-quality demos and ready yourself for the next generation of 32X gaming. Scavenger's first release is Acclaim's Batman Forever - and it's going to be *amazing*. Sega of America have also commissioned the team to work on a number of triple A quality projects. The fruits of their labour should be on the shelves by the end of the year. SEGA MAGAZINE will have more coverage soon - in the meantime, check this out. I doubt you'll think of 32X in the same way again.

LENS FLARE

This quite simple effect was probably quite straightforward to code, yet stunning to behold. Turn towards the sun for this extremely realistic lens flare effect...

ZYRINX

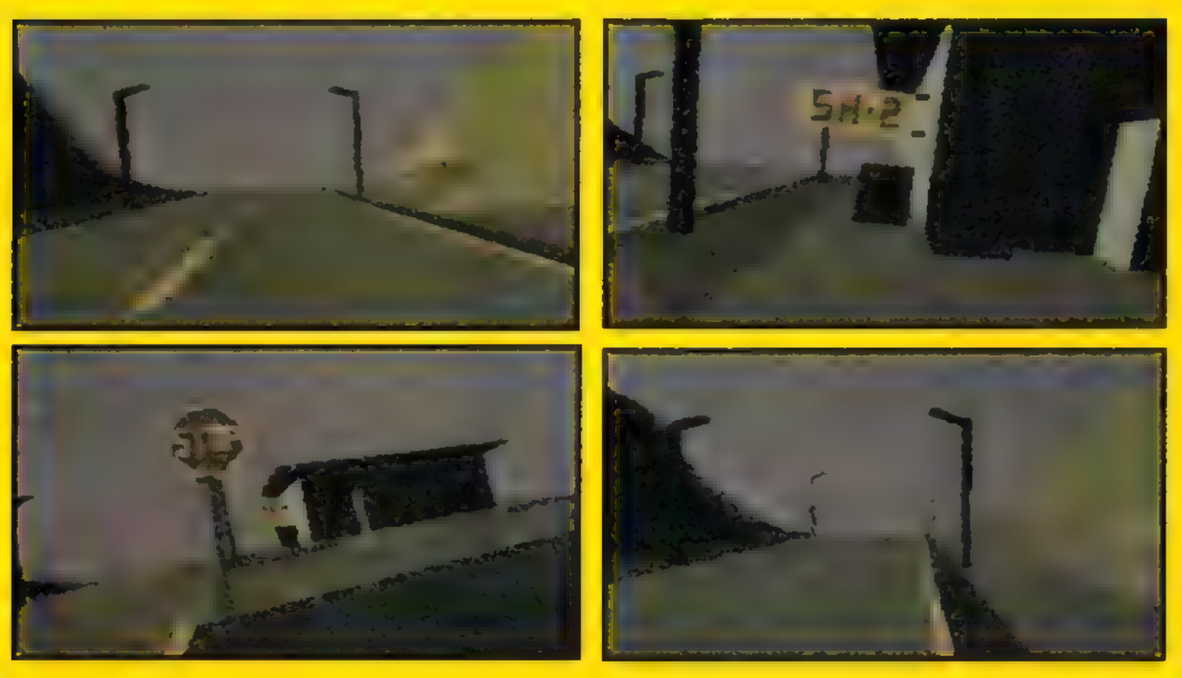
Masters of Megadrive coding, having developed the excellent Sub-Terrania (SEGA MAGAZINE rating 90%) and the even more incredible Red Zone (SEGA MAGAZINE rating 94%). These demos really show off what the 32X is capable of...

TEXTURE-MAPPING

Even though Metal Head and Doom are quite impressive-looking with their texture-mapping techniques, Scavenger take it a step further with this brilliant landscaping effect.

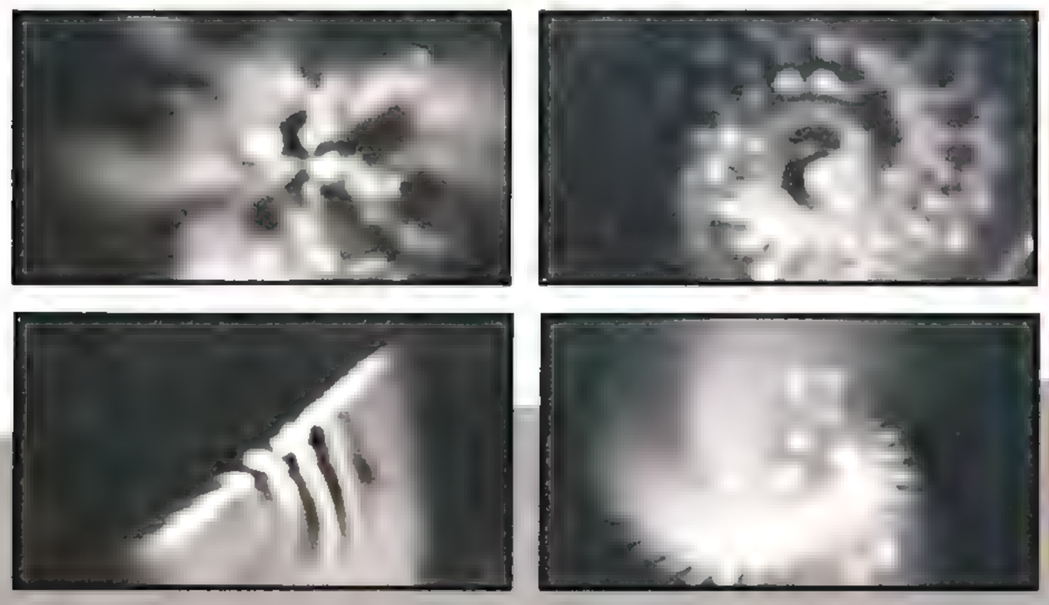
FLAT POLYGONS

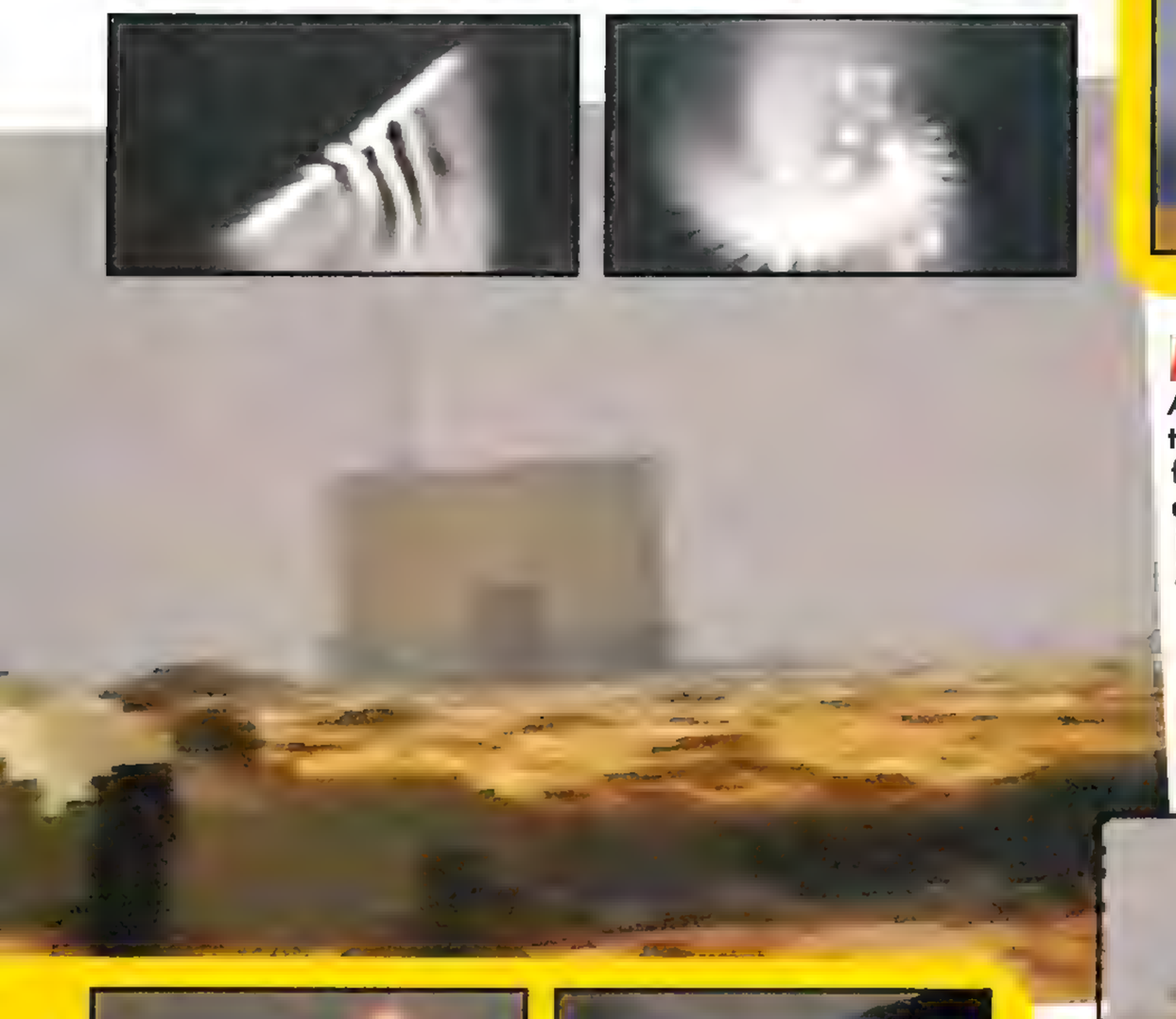
A trip around a realtime 3D polygon town, courtesy of Scavenger. It looks totally stunning and is being calculated in real-time - no pre-rendered FMV visuals here..



SPRITES TOO

Scavenger show that their expertise isn't just limited to 3D, with a series of totally weird and yet highly impressive sprite-based effects.



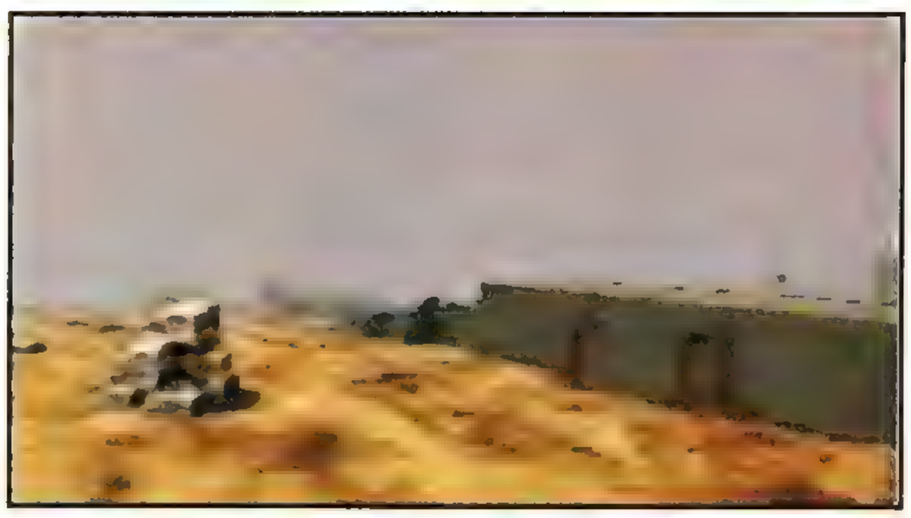


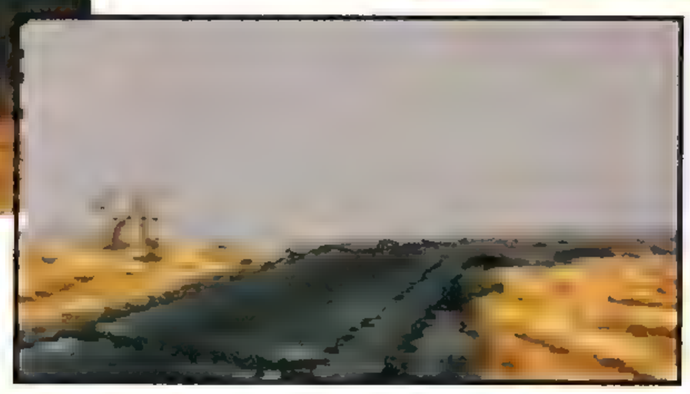
GOURAUD SHADING

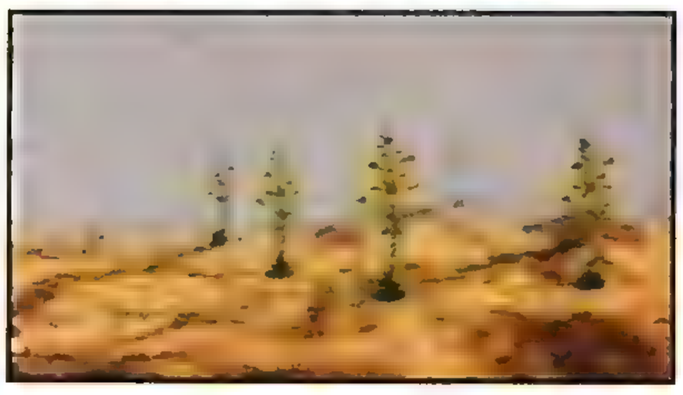
Once we've left the polygon town we enter the excellent gouraud shaded desert - incredibly the frame rate barely changes, even though the 32X is being pushed more and more..

LEMON

Another team in the Scavenger fold, these guys' demos are no less impressive than Zyrinx's. Don't believe us? Well, take a look at these shots and sequences from their first 32X demonstration.







DESERT DEMO

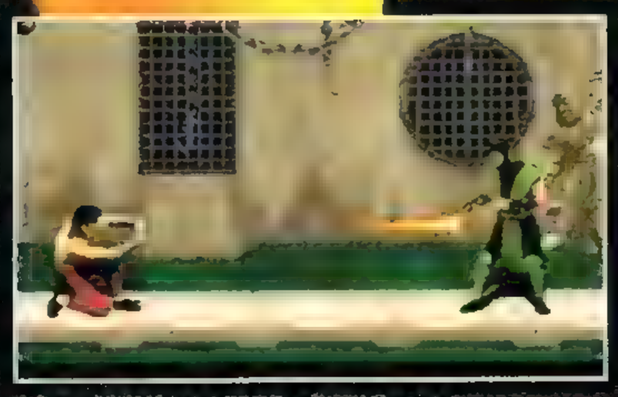
In this demo, you're flying over a desert-type terrain just outside a concrete-walled base of some description. It doesn't look as though polygons are being used here because the overall look is significantly different to the Zyrinx demos that do use polygons. The landscape is incredibly detailed, highly realistic and shifts about at an exceptionally smooth frame rate. Stunning stuff - Lemon's first game should be one of the most graphically stunning titles we'll see on 32X.

▲ Babalities are slightly amusing.

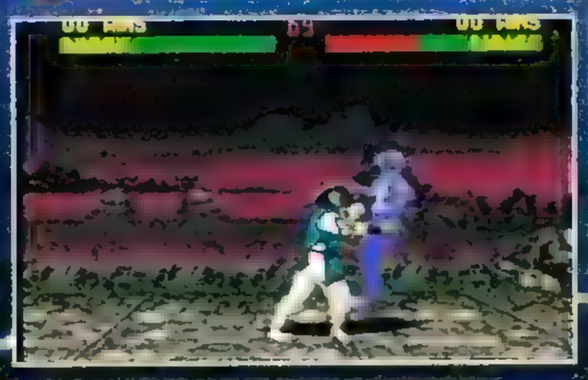
▲ I bet that smarts etc etc.

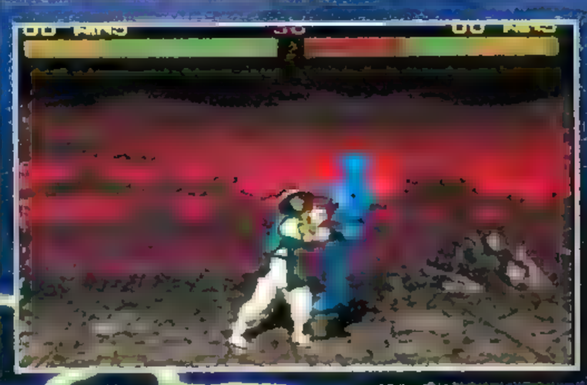
▲ Look at that definition, look at that colour! That's 32X for you.

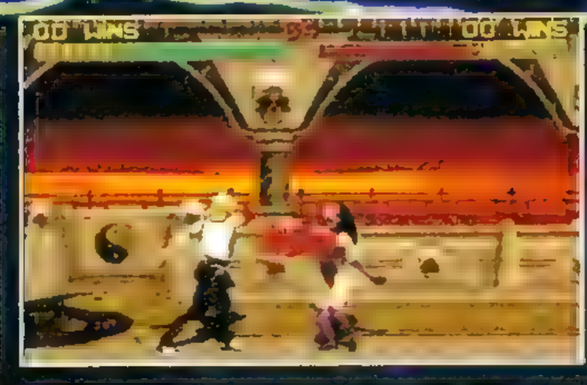
▲ It's one of these new-fangled "juggle" combos.



▲ This could be quite painful.







▲ Crikey! Even the player select screen has more colours! Arghhh!

MEGA DRIVE 32X

COMPARE AND CONTRAST

You may think that the 32X version doesn't really look that different from the original Megadrive game. Well, it looks better, sounds better and plays better. We can prove the first statement with these comparison shots, but you'll need to believe us for the others. Still, we're sure it could've looked just a bit better - where are those larger sprites we were promised?

MORTAL KOMBAT II

HERE WE GORO AGAIN

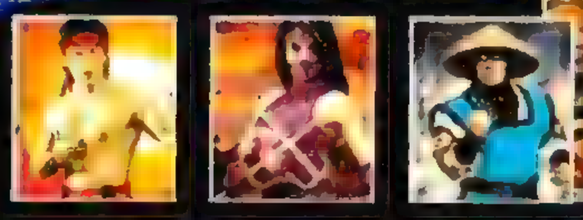
The rush to be the first third-party manufacturer to release a title for the 32X is over. Acclaim's eagerly-awaited plug-thru conversion of Mortal Kombat II is here, and boasts better sound, all the intros, and everything else missing from the Megadrive game. But can it topple Cosmic Carnage from its position at the top of the 32X beat 'em up pile (snigger)?

Baraka's oft-mentioned decapitation fatality. Marvellous.

Baraka once again shows off just how psychotically violent he can be.

How many times have you turned on the telly, and there's that bearded git from 'The Clothes Show' getting kids to ride bikes with oily wheels over their Mum's clean washing in order to demonstrate the power of new biological Sudso? And how many times have you watched the same channel a few weeks later only to have the same bearded bloke wearing a different shell suit whilst telling you that the last soap powder he was showing was a bit crap, but new, improved Sudso with hydrochloric acid was so powerful you could burn your clothes and it put them back together AND get rid of those stubborn understains? Well, dear reader, taking a leaf out of EA's Madden/NHLPA/FIFA book, Acclaim are proud to present the new, improved Mortal Kombat II — now with 32X!

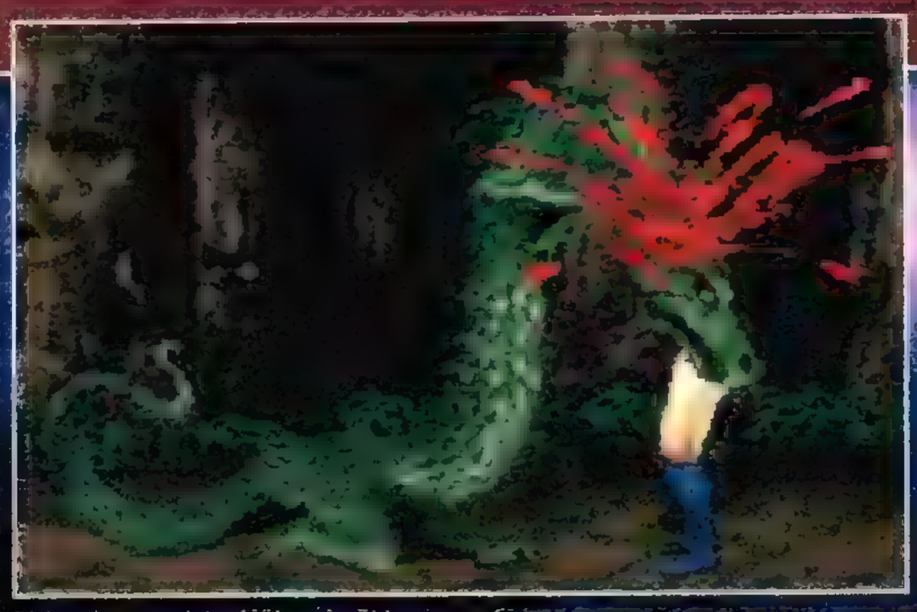
→



IS THERE ANY POINT TO ALL OF THIS?

So you've bought Sega's plug-thru and seen what it can do, but surely the Megadrive version of MKII was as close as you could get? Weeeeell, yes and no. Whilst the 16-bit MKII was indeed a sterling conversion and worthy of all the praise bestowed upon it, a few odds and sods were missing. For a start, Probe had to greatly reduce the colour palette in order to keep the game up to speed, all the introductory pictures had to go, and the sprites and backdrops lost size and detail respectively. Thanks to the playability, though, these minor details were forgivable. However, die-hard fans of the arcade game (those pasty-skinned beasts with faces paler than a subterranean dweller's backside), soon noticed that one major aspect was missing from the Megadrive game: the ability to string together 'juggle' combos. In the arcade game, these allowed the player to turn tricks and reduce an opponent's energy in a way that even surpassed those of Super Street Fighter, yet the Megadrive game's character simply fell after one hit and there was no way to link moves.

▲ A splash of blood! Yes, yet another decapitation has just taken place. Oh good.



▲ That legendary Dragon fatality.

▲ Yet another poor, not-so-defenceless Mortal Kombateer loses his head. Again.

LOVELY JUGGLIES

By far the most important addition to the conversion, though, are the aforementioned juggle combos. No more do we have to wait as Rayden gets up for a leg sweep before we can clock him one again! No, 32X MKII has all the combo possibilities which graced the coin-op (more or less), ranging from Rayden's arc dive and punch mix and match combos, and Kitana's 'get them into a corner and fan them to death' special! The insertion of these adds a new depth to the game as numerous new tactics unfold as the player realises they can get in a swift punch or kick whilst their opponent is still reeling from the last! They also separate MKII from every other beat 'em up on the market as they add more longevity to the game than Cosmic Carnage and any of the Fatal Fury series could hope for.

▲ This loss-of-head activity is getting a bit predictable...

▲ Well if decapitation is boring why not remove the entire torso instead?

▲ Another missing head. Spotting some kind of pattern in these proceedings?

HERE WE GORO AGAIN

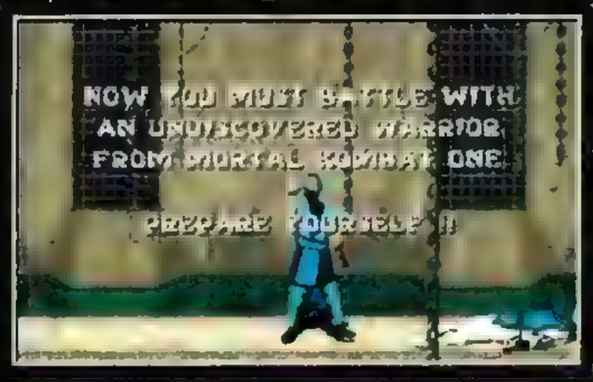
▲ Well, it's quite an original fatality in that the loss of the head doesn't seem to occur. Much.

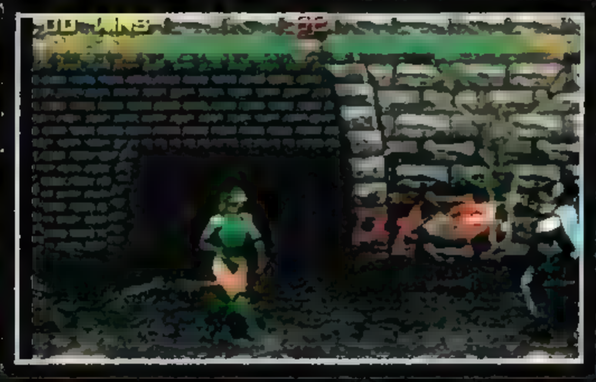
▲ Aha! Well, obviously the simple head-removal just isn't good enough for Jax, who prefers to opt for the slightly more bizarre removal of the arms.

FIND THE HIDDEN CHARACTERS!

JADE

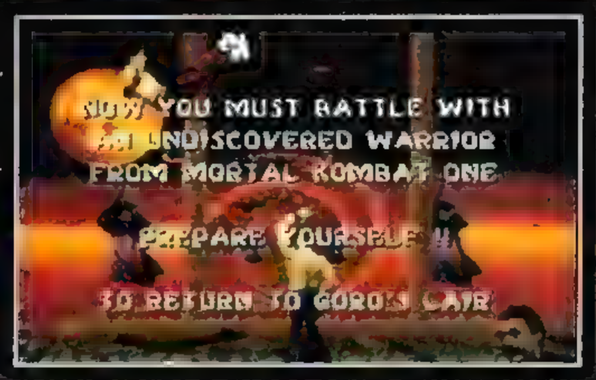
Jade appears in Mortal Kombat II 32X, just like she did in the other version really. Work your way through the battle plan to the opponent before the ? icon. Beat them in one of three rounds using just the low kick button.





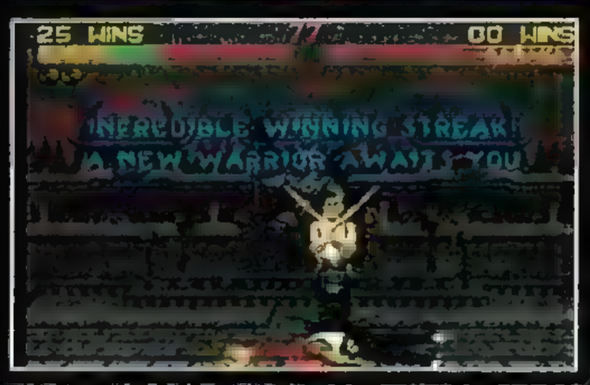
SMOKE

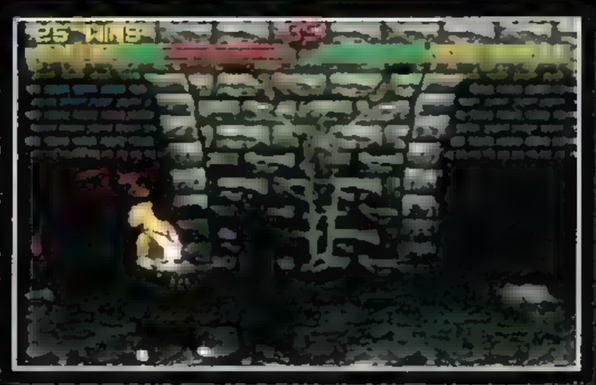
You must be fighting on the portal stage in one or two-player mode. Look out for the head that appears in the bottom right and shouts "Toasty". Press down and start when he appears. The head is more likely to appear if you use uppercuts, so bear that in mind.

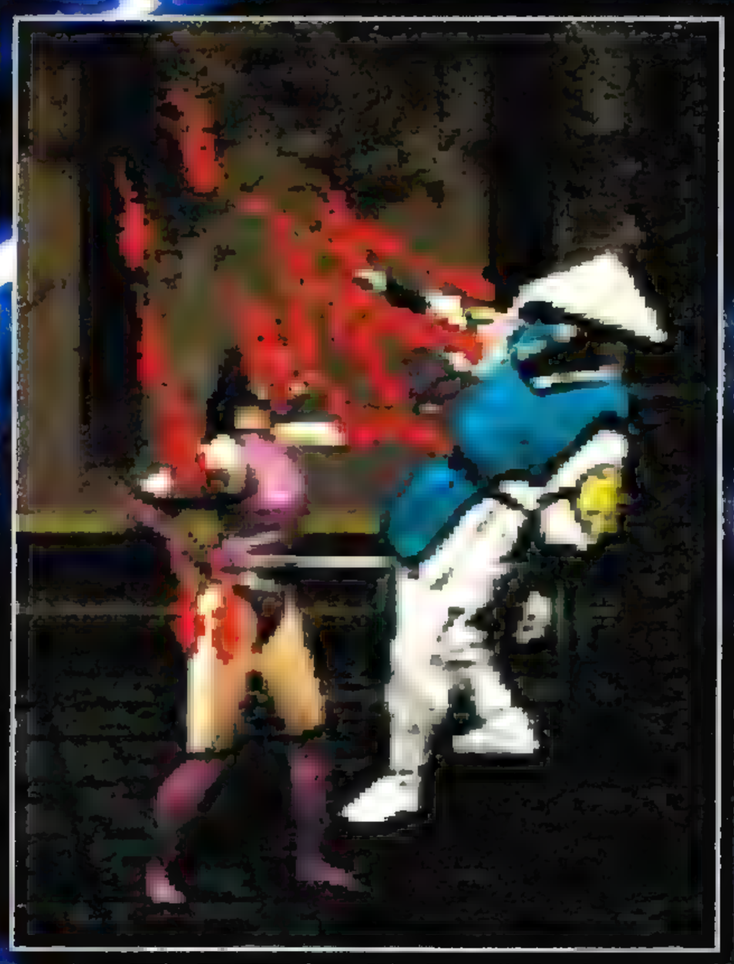


NOOB SAIBOT

You need to win 25 matches in a row with at least the last fight being against another player.







▲ Almost as much blood as Casualty.

▲ That just about sums it up really.

▲ Bye bye Torso.

▲ That's not a particularly pleasant thing to do really, is it?

▲ This incredible snot fatality is the most devastating in the game!

With every aspect of the game tinkered with in some way, it is only natural that the sound has been given an overhaul, too. This was probably the most disappointing aspect of the Megadrive game with the throaty 'Fight' command of the coin-op reduced a phlegmy mumble. Similarly, of all the coin-op features lost in the transition to the 16-bit machine, the sound area suffered the most with all the coin-op's digitised screams missing and the effects trimmed. Sadly, memory constraints mean that we still don't benefit from the full arcade audio experience, but roughly 80% are back. We now have the pleasure of hearing Jax grunt and yell as his identical twin pulls his arms out, whilst Kitana and Mileena's screams are chilling to say the least. Similarly, the samples are now clearer than before and benefit from the extra memory they were allotted, and add to the game's atmosphere brilliantly.

OUR SURVEY SAYS...

So in our wander through the 32-bit corridors of Shao Kahn's freshly-painted Outworld we discover a world much improved over the bijou little 16-bit game we came to know and love. Sadly, we still don't have a truly arcade-perfect conversion to play at home (although the recently-started Saturn version will probably sort this out), but Probe are to be congratulated for making the most of the 32X's considerable power and cramming it into this impressive 32-meg cart. Oh, and before you all start ringing to ask, let me point out a few things:
NO! You cannot BE Goro.
NO! You cannot BE Sonya. Or Kano for that matter.
NO! Ermac doesn't exist.
NO! The much-rumoured animalities aren't in the conversion.
NO! You cannot BE Shao Kahn.
There, that should save some phone calls...

▲ Toasty! One of the more bizarre moves you can expect to see.

▲ Crikey! Check out that pulse-racing Mortal Kombat II excitement!

▲ Now that is quite a devastating upper-cut! Ouch.

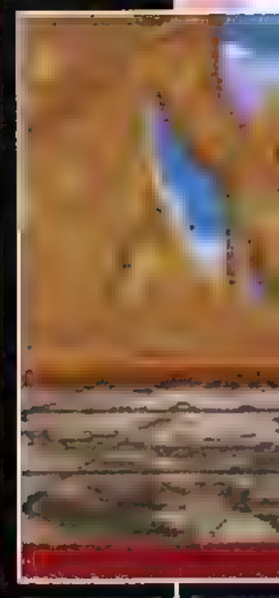
▲ The old pile of bones motif is a form of fatality shared by many of the characters. And why not?

▲ Mileena fires off a devastating bolt in mid-air, effectively nailing Rayden.

GENESIS 32X

Mortal Kombat II for the 32X had been on the cards since word had got round about Sega's (then) forthcoming plug-thru and when developers Probe were halfway through the Megadrive and Game Gear conversions. Acclaim were keen to be seen as one of the first pioneering third-party developers to release a game for the system, so plans were laid on how to significantly improve the conversion to take advantage of the 32X's improved processing power. As such, it was soon realised that virtually everything from the coin-op could be incorporated, creating in turn what should be an arcade-perfect copy. On beginning the game, the first addition is revealed as the digitised intro pics are displayed, recounting the scenario we all know off by heart by now (if you don't, basically, this bad guy called Kahn has seen his general humiliated and summons six of his Outworld motes to fight the six humans who caused him such embarrassment — where have you been exactly?), and are followed by small biographies of each of the twelve oddball fighters. Launching straight into the game, though, takes us into a greatly-redecorated Outworld.

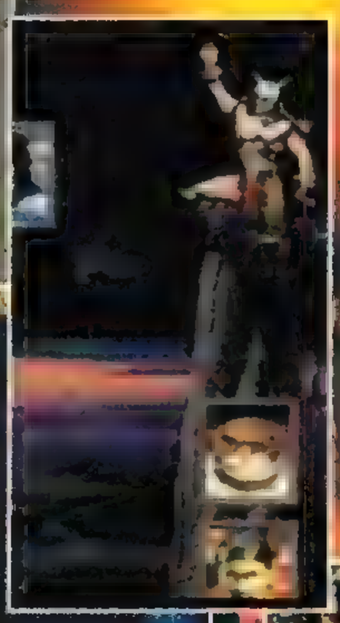
When Probe were converting MKII to the Megadrive, they used their time-honoured method of porting the arcade game's sprites and backdrops over to a PC and scaling them down to work within a 16-colour sprite/backdrop colour scheme. Basically in the Megadrive game, each sprite was designated up to sixteen colours each, whilst the backdrops were allocated a further sixteen. With 32 colours then used for the two players, another 16 for the pretty scenes, and the final 16 used for items like Rayden's thunderbolt or Baraka's blade spark, the Megadrive's full 64-colour limit is soon exhausted and speed problems rear their unwanted head. For this 32X version, though, no such colour restraints were put on the team, and whilst the player sprites still don't seem as large as their arcade counterparts, the full 256 colour palette has been used to create more subtle tones and shading than before. Similarly, the backdrops have also benefited from the extra memory, with more of the little scenic animations making it to the 32X game (including flying monks outside the portal and more tree animation in the Living Forest), alongside foreground detail such as the Dead Pool's chains. When the game starts moving, the larger sprites are also smoother than before with the frames of animation left out before now back in all their glory. It has to be said, though, that these little details take a while to sink in before you start noticing them. This is probably a testament to just how good the Megadrive version was despite the omissions (details Probe themselves weren't happy to leave out), yet there's no doubting that the likes of The Living Forest, Shao Kahn's armoury and the entry portal to Kahn's dimension look heaps better for the extra colours — and all without a loss of speed. That's 32-bit power for you!



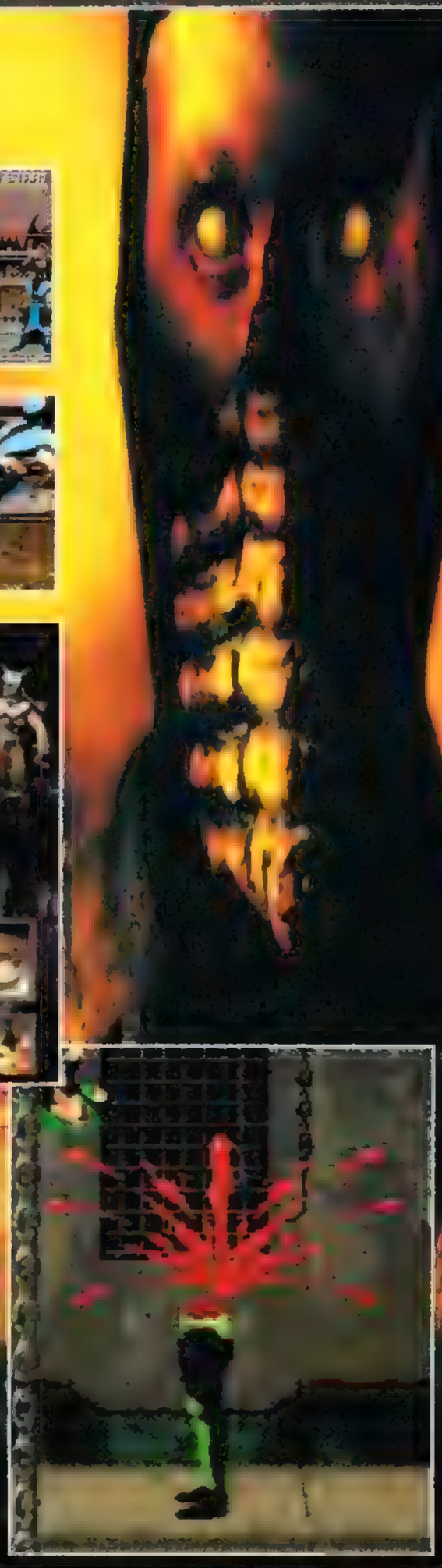
MORTAL KOMBAT II

Babality! Despite rumours to the contrary, Acclaim have added no more finishing moves to basic Mortal Kombat II repertoire. It's a shame really, but there you go.

▲ Who would have expected that so much blood could be contained in such a small head? It's quite uncanny really.



▲ There are no poncey "gore" codes or anything here. Mortal Kombat II is very bloody - and fiercely proud of it!



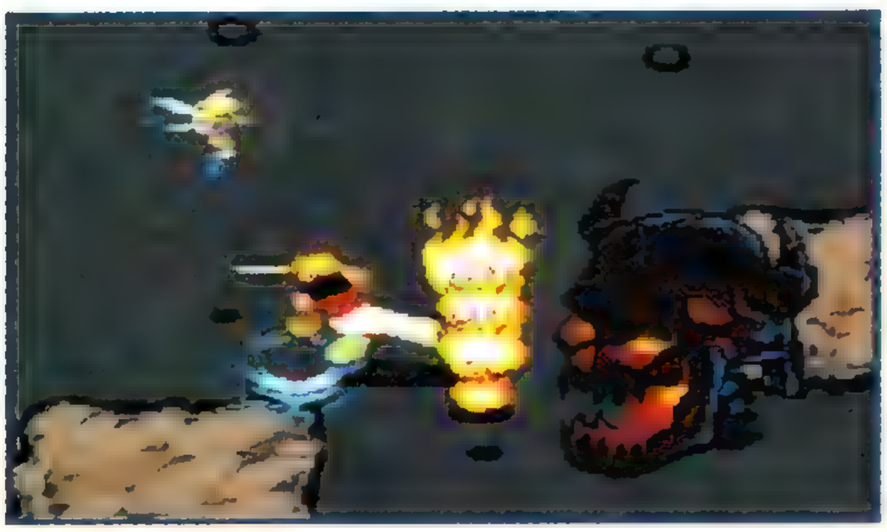
SHOWCASE

STOP! HAMMER TIME

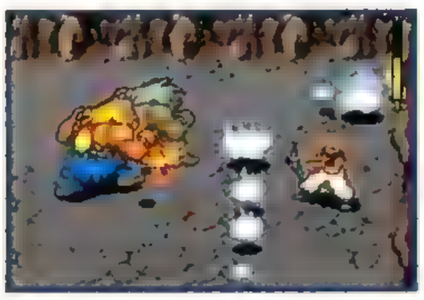
I'm the Story-teller, I tell stories young and old. In Germany I'm Ivan, in France they call me me Claude. On Jupiter I'm Klatoon-9 and in England I am TOM GUISE. Goodness knows why everyone gets my name wrong, but if it's gripping yarns you want, I'm your bard. Today's tale comes from Norway and it's about a young chap called Thor...

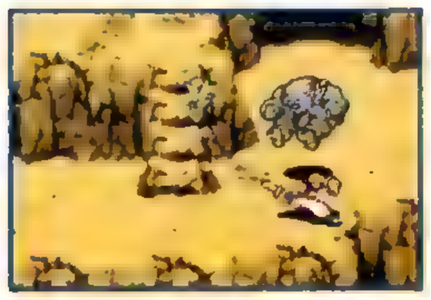
Thor. Now here's a story I know all about. The tale of the legendary Thunder God, noblest and strongest of all the Norse gods. First son of Odin and heir to the throne of Asgard, the land of the gods that lies beyond the rainbow bridge. Armed with his indestructible magical hammer Mjolnir, he battles against his evil half-brother Loki, whilst drinking horns of frothing beer and dancing on the oars of longboats, occasionally even travelling to Earth in the form of a bull to ravish mortal women. Or was that what Zeus did? Well anyway, such is his might they even named Thursday after him. Yep,Thor! He who picks his teeth with crackling lightning bolts. He who only eats huge chicken drumsticks and laughs a deep booming laugh. He who cracks coconuts with his face. What a great game his legends would make. A shame then, that Thor isn't even in the game.

▲ Go my son. Go and tell the world Odin sent you.



▲ Odin, you say? Never heard of him.





NO THOR? NORWAY? YES WAY!

Can it be true? Can it be that The Story of Thor isn't actually a story about Thor at all? Od's Blood! What devilry is this? Doth the God of Thunder think himself too precious to take part in mere games? Well stuff him then, because to be honest the plot behind The Story of Thor makes for just as good a game as any lame-brained Nordic legend.
Playing the part of the hero (after Thor dropped out at the last minute) is Prince Ali. Not the one from Aladdin, mind, although he does bear a passing resemblance to the fellow. Anyway, our story begins when Ali, whilst rummaging around an ancient ruin, stumbles across a gold armlet. An armlet, in case you don't know, is sort of like a bracelet except bigger and magic. And to prove it, the armlet speaks!
"Prince Ali..." it intones as a strange swirling face appears. "You have been chosen for a difficult task. Defeat the one who wears the silver armlet!" Obviously these magic bangles are ten-a-penny in these parts. Worst still, it seems these dodgy foreign silver ones have a tendency to destroy the

● This is our boy, Prince Ali. Not to be mistaken for Thor.

● There you go, he's found the armlet.

● Nice jewel, should fetch a tidy sum down the pawnbrokers.

● As if by magic, loads of text appears!

● Hey, I could do with one of them silver armlets for the missus.

● I knew I shouldn't have taken a can from the bottom of the display.

The Story of Ninja

world as we know it. "Find the four spirits and use their powers to help you in your quest." recommends the armlet. And with those words of wisdom, the game begins. See, no thunder gods, no horns of ale, no randy bulls. Just talking armlets and potential world destruction. Tis the stuff of legends!

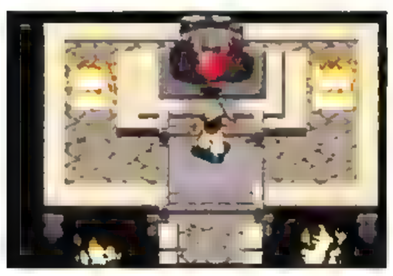
THOR'T IT SOUNDED FAMILIAR!

The stuff of legends it may be, but with an intro like that, it could only be a role-playing game. And indeed, this is an RPG made from all the regular ingredients. It opens in a village before the King summons you to the castle, evil beasties are stalking the land, an old healer lives in a hut where you can save your game, one bit takes place on a ship and the game is basically made up of increasingly complex dungeons, neatly interspersed with a bit cross-country wandering. Hell, there are even amorphous blobs to battle against, although why they always appear in RPGs is beyond me.

It certainly sounds like role-playing at its most familiar. In fact, it is features just like those mentioned above that make RPG haters avoid these games like the plague. And that may be one of the reasons Thor is missing from the game. "Ya, I am not likink these type of games. Dey ar too borink vor me." he might say. If he was from Transylvania. Alas though, the Thunder God's got it wrong this time. If he was expecting the usual RPG fare of wandering aimlessly around, talking to a million little computer people in the vain hope of gaining an obscure clue about where to go next, then he's way off the mark. In fact, short of some tight-lipped advice from the King and a bit of brush-off conversation from the townspeople, there's very little chit-chat in this game. Nope, one simple look at the map is all that's required to find your next destination. And getting there is more like playing a beat 'em up!

HAMMER TIME!

For anyone who's played the Streets Of Rage games, the combat here should come as a welcome surprise. None of your usual sword-swing with optional 'hold-down-button-for-super-attack' rubbish here. Nope, there are punches, kicks, flying kicks, multiple kicks and even special moves in this game, allowing you to pull off somersault attacks and suchlike. This adds to the pace of the game, with what would be the quieter, exploratory sections of other RPGs, spent charging around duffing up baddies with the end of your foot in this one. What's more, it's not just kung-fu you've got at your disposal. Daggers, swords, crossbows and bombs all spice up the fight. Moreover, as if to pummel the Streets Of Rage link home, the maestro behind the Rage games' music, Yuzo Koshiro, has been called in for sound duties on The Story Of Thor. The man Koshiro's plank-of-wood-hitting-back-of-skull sound-effects in Streets Of Rage 2 were arguably some of the best ever heard on the Megadrive and obviously he agrees, because, cheekily enough, some of the sound-effects in Story Of Thor are lifted straight out Streets Of Rage 2.



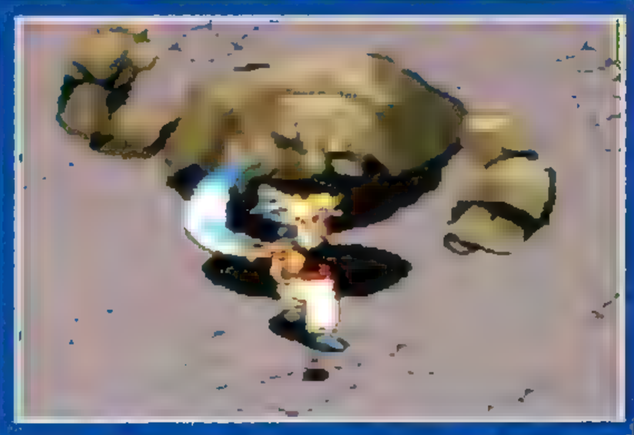
VALHALLA FOR MONEY!

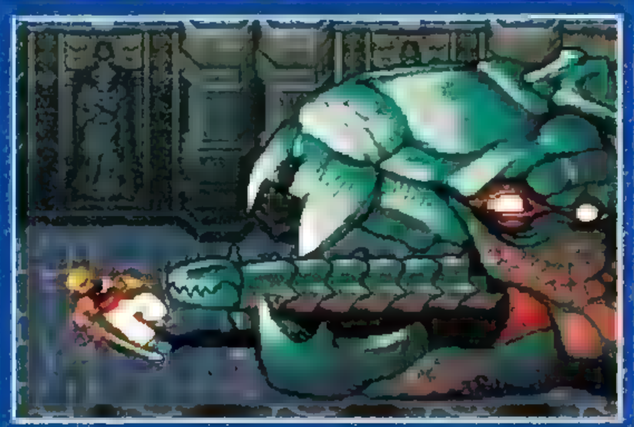
Whilst we're on the subject of quality programmers, it's fair to say that the rest of the team behind Story Of Thor, collectively known as Ancient, aren't exactly a bunch of club-fisted gimpoids, because this is one game that wears the word 'quality' with pride. Two other words it wears with pride are 'highly' and 'playable'. Fighting action aside, there's much more to this game including some of the most complex dungeons to be found in an RPG. And at 24 Meg, that means plenty of complex dungeon for your krona.

Thor can found eating chicken drumsticks in Asgard. The Story Of Thor can be found at all good game retailers soon. And the review of The Story Of Thor can be found on page 94 right now, by Odin!

BEAST FEAST!

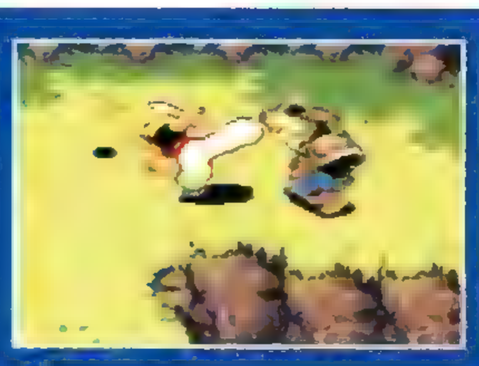
Role-playing games aren't exactly known for their big bosses, however The Story Of Thor has some of the best seen in any game. Just toke a look at this motley crew.



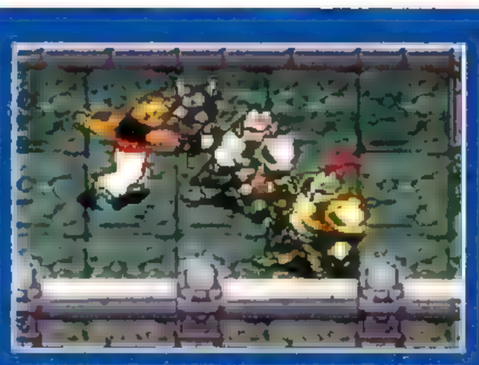


I CAN DO THAT!

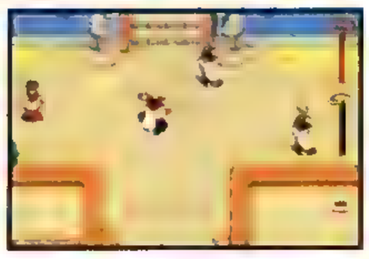
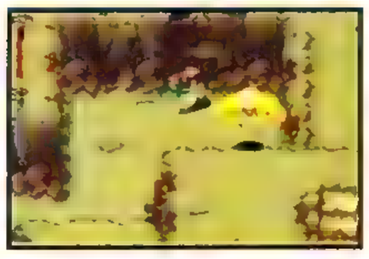
So it's like Streets Of Rage, eh? Yeh mate, well where you are moves then? Come on, lets see what you got on you. Gives us a bit of that old Kung-kwon-do!



This is your standard kick. Multiple presses performs an impressive repeating kick.



Oof, this performs a nifty little prod in the ribs.

The Story of Thor
A Successor Of The Light

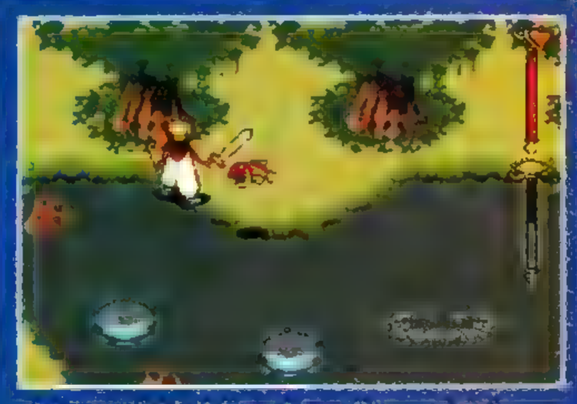
THAT'S THE SPIRIT!

"That'll be one of those armlets" says the King when Ali visits him. Strange how the know-it-all never mentioned them before. "Better find the four spirits!" he continues. Yeh old man? Well if you know so much, where are they? Anyway, here's a look at three of the spirits, just so you know what you're searching for.

SHADE: THE SPIRIT OF SHADOW

Although not as powerful as the other spirits, the power of The Shadows is nothing to be scoffed at. Why, just look at what they did for Cliff Richard. Called upon whenever Ali sees his reflection, Hank Marvin proves a most worthy ally.

Reaching out, Hank Shanklin can claw enemies and even grab items that would otherwise be out of reach



Marvin Hanklin also allows Ali to leave his body and wander the Earth in spirit form.

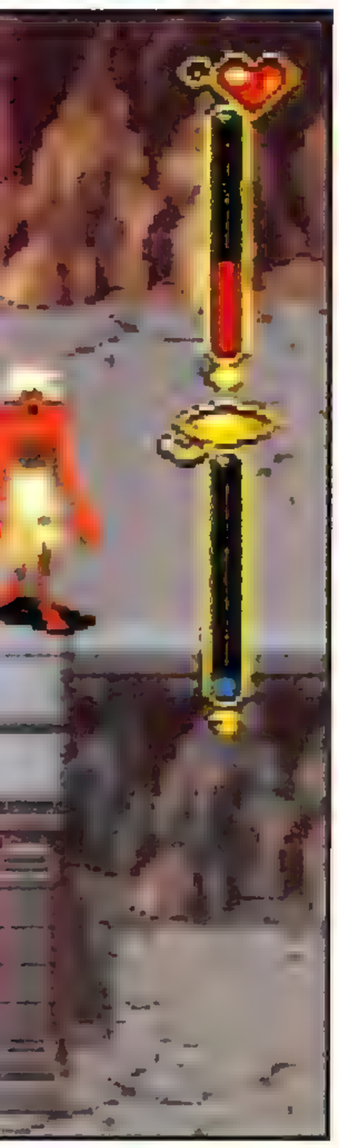
DYTTO: THE SPIRIT OF WATER

Most people might get the urge to go for a tinkle when they see running taps or waterfalls, but for Prince Ali any sign of water is a chance to summon this little angel, once he's befriended it. Odin only knows what kind of strain this must put on his bladder. It does, however, endow him with the following water-based powers.

Magic bubble, Floats around and stuns enemies. Very embarrassing in the public loos.

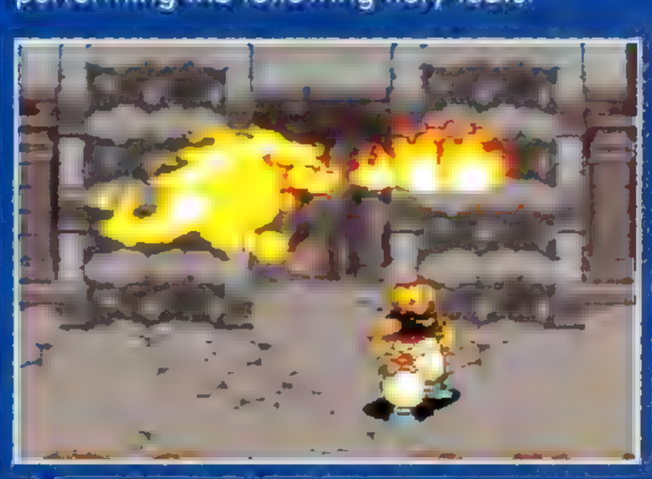
A little shower of healing water. Obviously caused by drinking lots of mineral water.

Deadliest of all, a lethal water tornado. Normally, the end result of a long car journey.



EFREET: THE FIRE SPIRIT

Not only does our hero resemble Aladdin, but he's also got a genie look-a-like too. Once found, Efreet can be summoned from any fire Ali comes across. Definitely the strongest of the spirits, this one fights any enemies it comes across, as well as performing the following fiery feats.



Flame breath. For close range marshmallow toasting.

Flying across the screen, Efreet can turn into living fireball.

The Melt Bomber. A devastating eruption of fireballs that fly across the screen.

A good old gut-spilling slash.

An even better gut-spilling slash.

The ultimate attack, for breaking those bigger nuts.

SURF'S

Well, it's 1995, and one of the most oft-used phrases that we seem to hear all the time is the Information Super Highway. Just about everyone who's anyone has a bizarre email address and some companies even have Internet sites which "cybernauts" can visit. And guess what? Sega of America have jumped onto the bandwagon. Richard Leadbetter logs on...

The Internet is a very strange thing, packed with bizarre people who are almost religiously addicted to the most stupid (and indeed not so stupid) topics you can possibly imagine. Well, a lot of them are, anyway.

You name it, you'll find it on the Internet. You see, the net is totally unmoderated - there is no censorship on it whatsoever. Any one can say what they want to say. What does this mean? Well, at its most basic level, it means a huge amount of pornography, which we *won't* be covering in this feature (sorry).

The actual basis of the Internet is frankly incredible. It's a worldwide network comprised of over 20 million computers - and all of them can communicate almost instantaneously with any other, no matter where it is. That means you could use your modem to call up, say, a London computer and use that to connect to a "server" in the USA. All for the price of a local call.

This is actually incredibly handy if you want to access Sega's Internet server, which is situated thousands of miles away in Redwood City, California.

SO WHAT IS IT?

It's a big PR stunt really, but if you're into Megadrive, 32X, Mega-CD or Game Gear stuff, there's plenty to look at. Contained on the Sega Web are tons of screenshots, packshots, machine shots, everything really - as long as it's to do with Sega. Recently, there's been a huge CES (Consumer Electronics Show) press kit uploaded, so you can read *the actual press releases given out at CES*! Not that you'd need to really, since all the good stuff is in our news section this month - and then some. But there are plenty of sound and vision samples for you to download, along with a fair amount of tips too. Just about everything to do with Sega is here, from brands like Sega Sports through to exciting projects like the Sega Channel.

BUT IS IT ANY GOOD?

In some ways, the Sega Web is excellent - putting the CES press releases on-line for *all* to see is a great idea. It's just that it's early days at the moment and the actual execution of the web is heavily flawed.

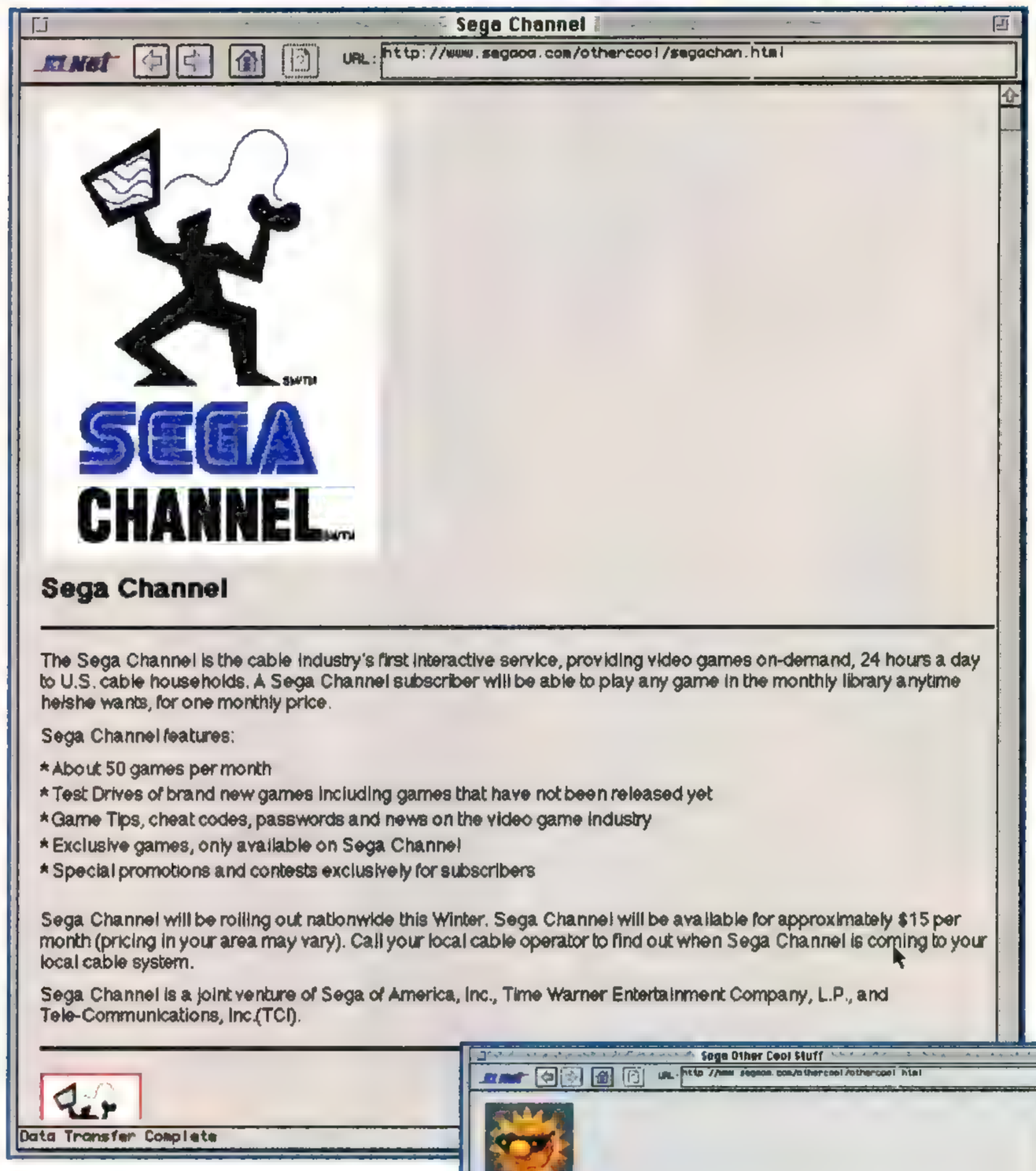
Transmitting data takes absolutely ages, the picture files being far too large. Also, I don't know what sort of system they're running it on, but the amount of time taken to download even a title screen is frankly prohibitive - the Hot Releases screen grab (which should be on this page somewhere) took about five minutes to download. That's ludicrous. It's best to use FTP (file transport protocol) to get at the files without having to drag yourself through the web screens, but even that takes ages compared to other sites. But, in its favour, I have to say that it's early days yet. The site has only been operational for around three months. I'd recommend that Sega's technical guys take a look at some of the better web services about and try to emulate them, because although there is some good information to download on Sega Web, it just takes too long to get at it.

Sega Web
URL: http //www.segaoa.com/
SEGA
Sega Web
For a non-graphical/text only interface, please u
CES Press Releases - Jan 1995: click here
Hot New Release
Hot New Releases, Please Continue to check this N
News and Events
Sega News, Press Releases From CES and Events
Video Game Area
Sega News & Events
Sega News and Events
The News and Events Section of the Sega Web includes all press releases and events/promotion information related to Sega and its products and services. Any Sega-related WWW events will be explained in this section.
Our New Random Drawing has started You could be a lucky winner of "1 of "Ecco The Tides of Time" Thanks to everyone who entered the first drawing! The Previous winners listed here under Random Drawing.
CES Press Releases - Jan 1995
Consumer Electronic Show Press Releases - Jan 1995
Press Releases Feb 1994 - Sept 1994
Sega Press Releases
Special Events & Promotions
Special Events, & Promotions ...
Random Drawing
Our New Drawing has Just Begun Please check out our new section "Hot New Release"
Sega Web
Other Cool Stuff
Sega Toys, Sega Channel, Sega Visions, Sega Sports Byline
Check out the Exclusive Sega Visions Sneak Peak of Virtua Fighter II Arcade Gifs!
Sega Mall
Check out the cool new things you can order for yourself or your friends
Elsewhere
Other Related Areas
Who Are You?
Tell us who you are, and what you like... (form)
Sega of America
150 Shoreline Drive, Redwood City, California 94065
Phone +1 800 USA-SEGA
We hope you find the information entertaining, and if you have any suggestions please post a message to our suggestion box below. Individual replies to email may not be possible, but all mail will be read and all possible problems and suggestions will be looked into
2X, Sega
Sega Hot new Release
HOT NEW RELEASES
Ecco The Tides of Time
All files are copyrighted (c) 1994 Sega of America

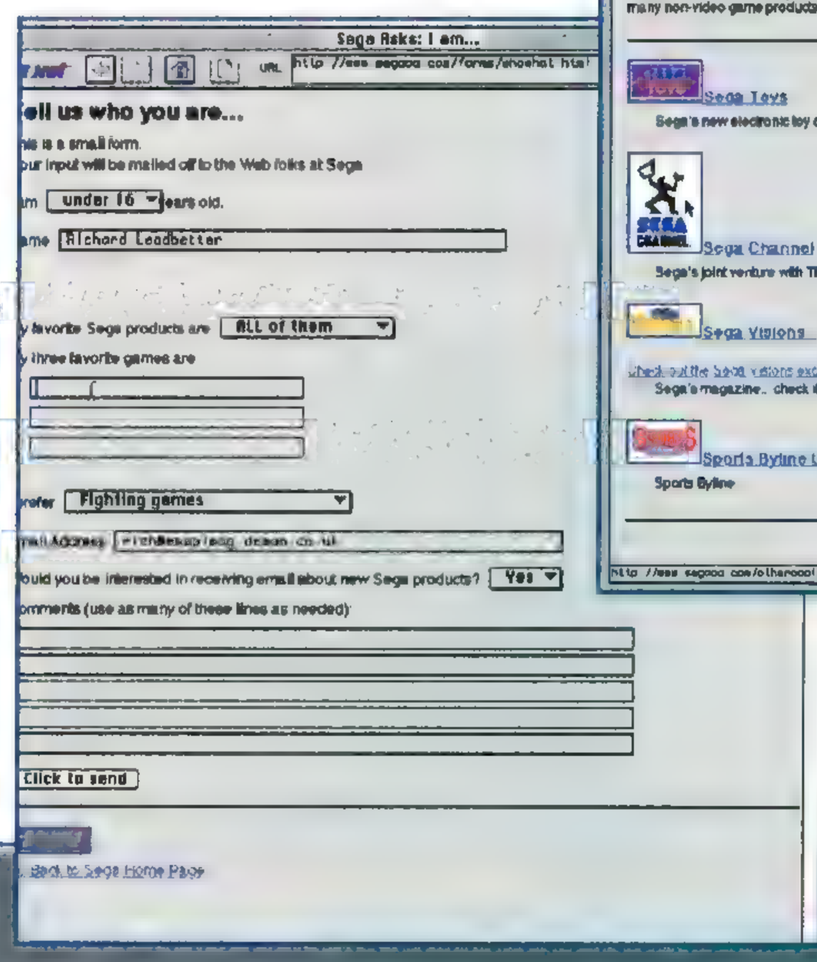
UP!

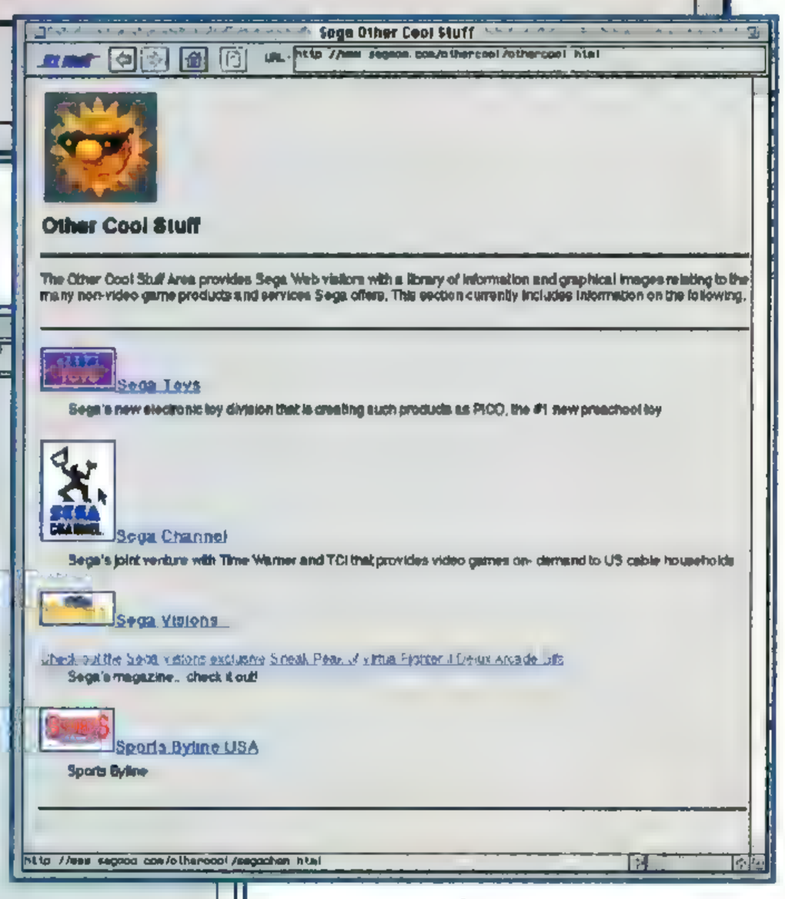
ECCOTOT/hot.html
URL: http://www.segaoa.com/ECCOTOT/hot.html
ECCO
THE TIDES OF TIME
Ecco - The Tides of Time - On 3 Platforms
Ecco is older and stronger and engulfed by dangers! The evil Vortex has shattered the mystical Asterite
Ecco and Trellia, a beautiful dolphin of the future, cross 100 million years of time to save the dolphins and all life on
Earth!
Ecco Morphs Changes a metasphere to become a shark with all its fighting power! Change into a seagull
and fly! Safely swim past dangers as a jellyfish!
Over 40 levels of spectacular aquatic adventure, with password save.
Five Levels of challenging 3-D Travel through the vast waters of the open ocean
For a closer look at the story behind the scenes.click here
3 Different Platforms:
Come and take a look!
Random Drawing

▲ You can get plenty of information about new games on the Sega Web, although this Tides of Time feature was about two months out of date when we logged on.


Sega Channel
URL: http://www.segaoa.com/othercool/segachan.html
SEGA
CHANNEL
Sega Channel
The Sega Channel is the cable industry's first interactive service, providing video games on-demand, 24 hours a day to U.S. cable households. A Sega Channel subscriber will be able to play any game in the monthly library anytime he/she wants, for one monthly price.
Sega Channel features:
* About 50 games per month
* Test Drives of brand new games including games that have not been released yet
* Game Tips, cheat codes, passwords and news on the video game industry
* Exclusive games, only available on Sega Channel
* Special promotions and contests exclusively for subscribers
Sega Channel will be rolling out nationwide this Winter. Sega Channel will be available for approximately $15 per month (pricing in your area may vary). Call your local cable operator to find out when Sega Channel is coming to your local cable system.
Sega Channel is a joint venture of Sega of America, Inc., Time Warner Entertainment Company, L.P., and Tele-Communications, Inc.(TCI).
Data Transfer Complete

▲ Just about every aspect of Sega is covered, including this little advert for The Sega Channel.


Sega Raks: I am...
Tell us who you are...
This is a small form.
Your input will be mailed off to the Web folks at Sega
I am under 16 years old.
Name Richard Leadbetter
My favorite Sega products are ALL of them
My three favorite games are
Prefer Fighting games
Would you be interested in receiving email about new Sega products? Yes
Comments (use as many of these lines as needed)
Click to send
Back to Sega Home Page


Sega Other Cool Stuff
Other Cool Stuff
The Other Cool Stuff Area provides Sega Web visitors with a library of information and graphical images relating to the many non-video game products and services Sega offers. This section currently includes information on the following.
Sega Toys
Sega's new electronic toy division that is creating such products as PICO, the #1 new preschool toy
Sega Channel
Sega's joint venture with Time Warner and TCI that provides video games on- demand to US cable households
Sega Visions
Sega's magazine.. check it out!
Sports Byline USA
Sports Byline

▲ A range of topics are available for you to check out. Sega Sports, hints, tips, hot new info - even CES press releases.

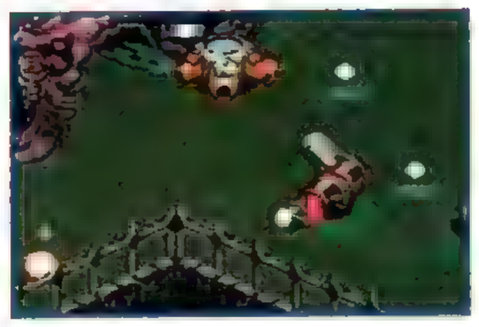
HOW DO THEY DO THAT?

If you're one of these so-called "Infonauts" or "Net Surfers" or whatever stupid name you like to call yourself these days, you might want to access Sega's Internet Server for yourself. There are two ways of doing this.

1. If you want the super-smashing marvellous (but slug-speed at the moment) graphics feast, you need to use Sega's Worldwide Web thing. Use the appropriate software (Mosaic, Netscape or whatever) and access http://www.segaoa.com and Bob should indeed be your uncle.
2. If you just want to download the lovely files contained on the Sega Web and don't have Worldwide Web capabilities you can "ftp" to ftp.segaoa.com. Plunder all the files you want. Sega don't mind, honest. This is a lot quicker, but experienced net people might still find it ludicrously slow compared to other sites.

SHOWCASE

KREW TO BE RIID



The first isometric 3D game on a home machine was Ultimate: Play The Game's Knightlore (the arcade honours go to Crystal Castles - any one remember that one?). The perspective can add a great deal to a pretty basic game. In the case of Knight Lore, it formed the basis for a great many of the game's puzzles - otherwise it would have been a pretty run-of-the-mill arcade adventure. Crystal Castles would've been a simple PacMan variant without the addition of the third dimension.

And so it is with Skeleton Krew. There's nothing big or clever here - it's as basic a shoot 'em up as you're likely to find on the Megadrive. Tons of meanies. Loads of bullets. A huge crowd of on-screen sprites at just about any given point. However, the addition of 3D adds a lot to the gameplay. You need to scale obstacles, you have to gauge the heights of the rampaging meanies. You need to choose the appropriate weaponry to deal with enemies at differing heights. It's all really quite clever. But the best thing of all the viewpoint adds to the game is originality. After all, how many different Megadrive blasters are there? A fair few, I'd warrant. But not many that look quite like this.

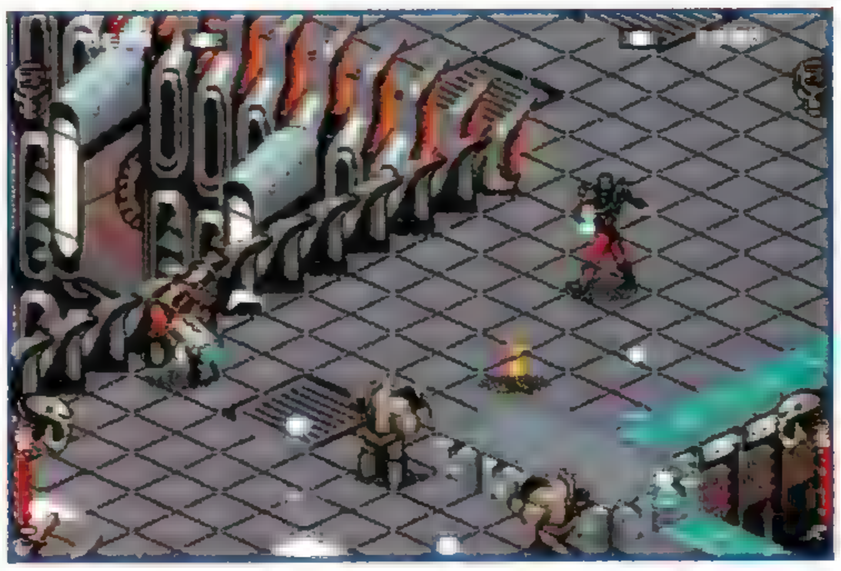
KREW KHARACTERS

There's nothing sinister or gory about the violent on-screen action in Skeleton Krew. You control huge armoured robots armed with enormous guns - and oddly enough, for the most part, that's what the enemy control too.

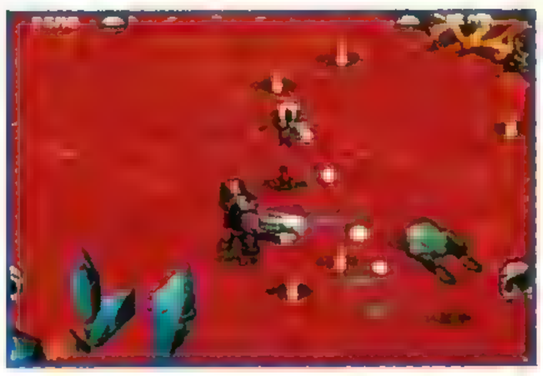
There are three different characters (two of which can appear on-screen simultaneously thanks to the two-player mode in the game). The idea is, basically you're mercenaries and your job is to infiltrate different 3D bases and blast the crap out of all of them - using your pyrotechnic abilities to send any obstacles or meanies in your path to "the other side". Scoring is achieved by picking up piles of money (sorry, "Kash") that has been carelessly left around by someone obviously quite stupid. Simple.

When Core Design release a new game, the world tends to take notice. This is because the company have a reputation for quality unmatched by the majority of software houses in existence today. Skeleton Krew is their latest release - a 3D blast fest of quite intriguing proportions.

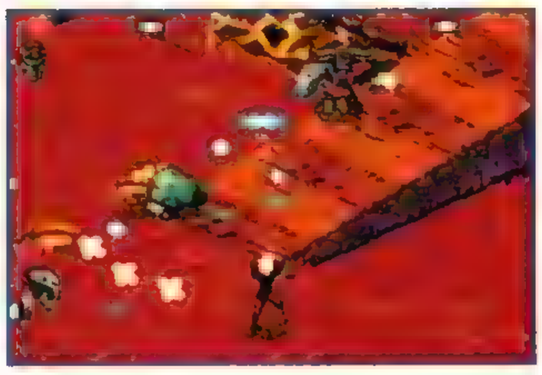
▲ The slime level boasts many different challenges set over its four sub-levels.



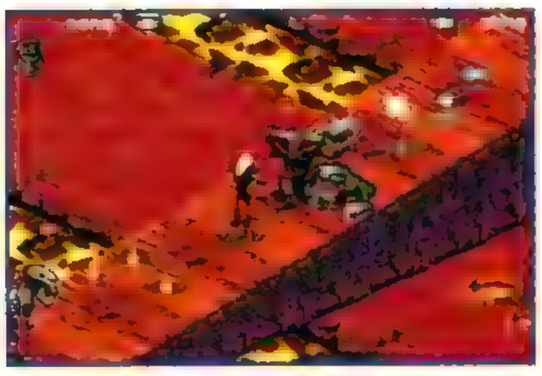
▲ The two-player mode adds a significant amount of excitement to Skeleton Krew.



▲ The fiery Mars level is literally packed with flame-related danger.



▲ Ramps like these don't crop up until the fourth level.



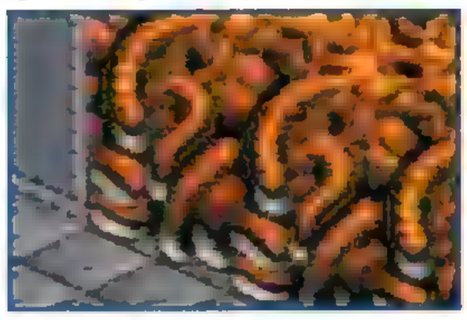
▲ Watch you don't fall into these enormous great lava rivers.

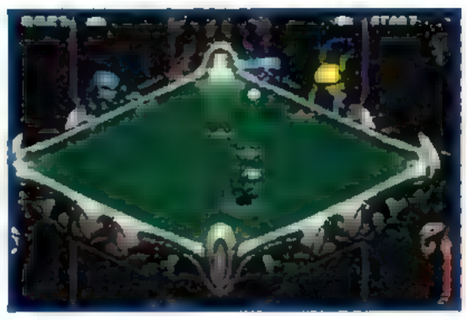
SKELETON KREW

"I TOOK THEM AWAY FROM ALL OF THAT..."

The formation of the Skeleton Krew is very similar to the origin of Charlie's Angels. Each of the robots in question was some kind on menial android-type before they started developing some very disturbing behaviour. Enter a mysterious benefactor who "took them away from all of that" and set them up as a rogue troop of psychotic robot mercs. Fair enough, you might think.

▲ Star Trek doors open as soon as you get anywhere near them - handy when you're legging it away from those robots.





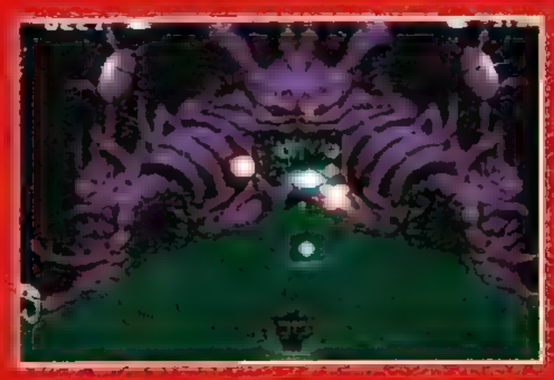
▲ Level two's slime lift.

WEAPONS FOR ALL OCCASIONS

Each member of the Krew is equipped with their standard plasma-firing cannon along with a built-in grenade launcher (infinite ammo for both is complimentary). But what's it all good for? Find out here.

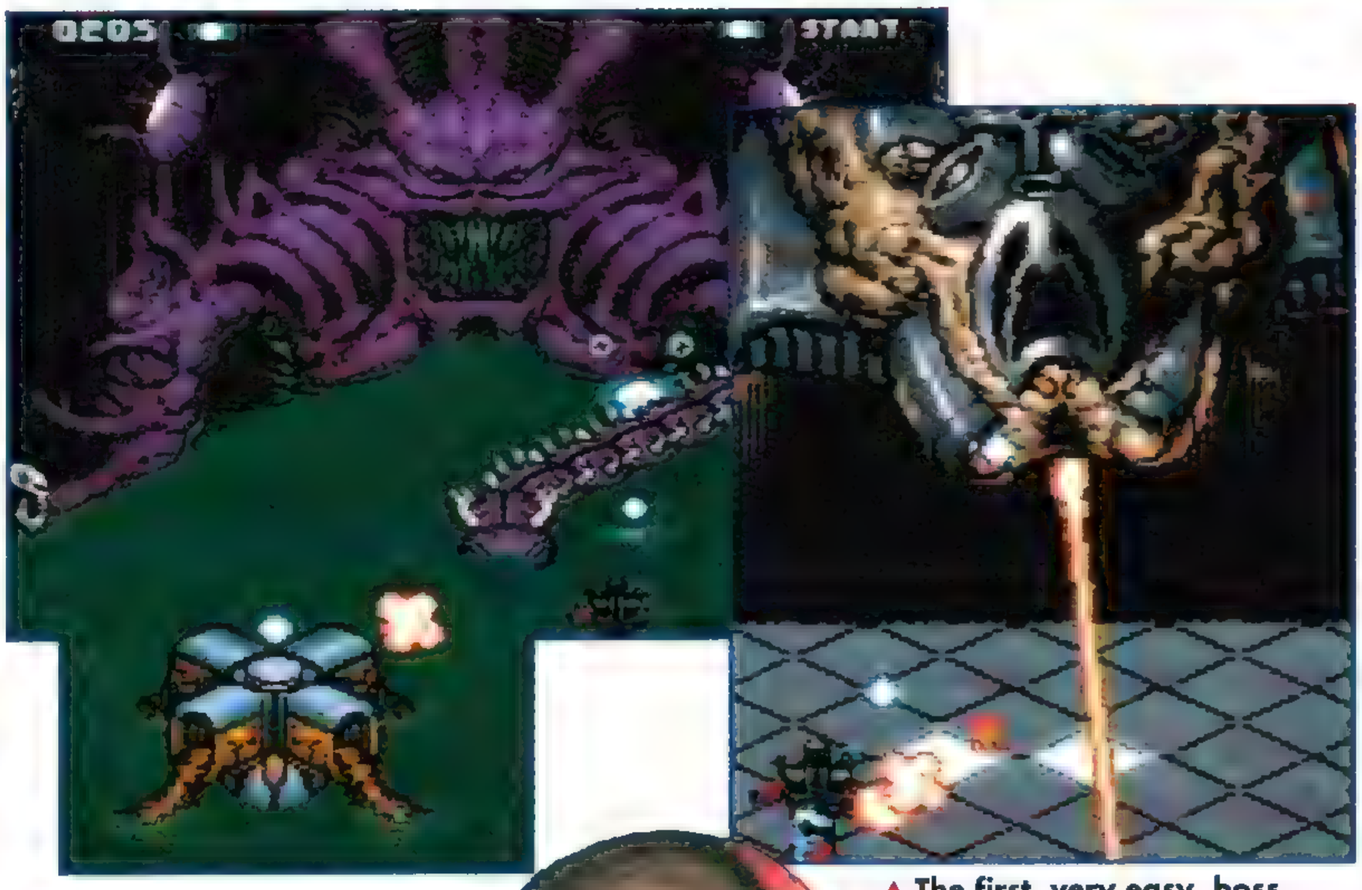
PLASMA CANNON

The basic weapon, and the one best used for taking out the enemy hordes that descend upon you. Very fast with a swift refresh rate, just hold that B button down and keep blasting. Excellent for using with the versatile rotational control method (see the Kruise Kontrol text).



GRENADE LAUNCHER

One quick press of the A button and you've got access to an excellent grenade launcher which fires explosives that inflict a great deal of damage. The problem is that you only fire one about every two seconds and they take a short while to detonate. Great for non-moving targets and also very, very useful for the slime level where a lot of your enemies are hiding under the swampy terrain.



▲ The first, very easy, boss.

RIB

The Skeleton Krew's only female has average firepower but poor armour. This is because her speed far outstrips anything that the other two Krew members have to offer. Precision surgical strikes are her speciality.
CONSTRUCTED: 2039
ENLISTED: 2058
HEIGHT: 6ft
WEIGHT: 140lbs
WEAPONRY: Triblast Trasher

SPINE

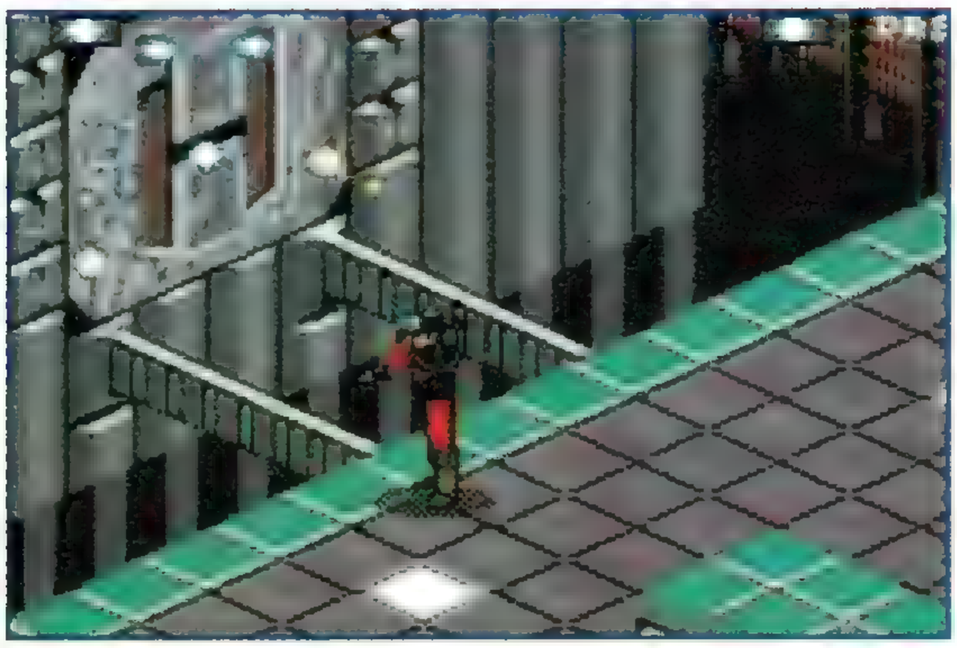
The leader of the Skeleton Krew, and definitely the best character overall. He's pretty thin making him hard to hit, whilst his weaponry is powerful to enough to put a dent in just about anything.
CONSTRUCTED: 2031
ENLISTED: 2050
HEIGHT: 6ft 4in
WEIGHT: 240lbs
WEAPONRY: Pulverax Plasma Beam

JUMP! JUMP!

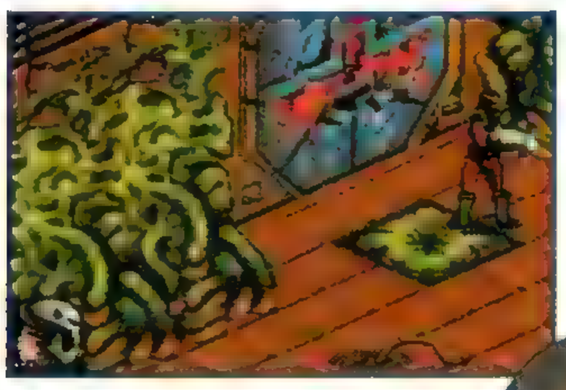
What with this being a 3D game you'd expect the third dimension to play some small part in the gameplay. And indeed it does. There are plenty of platforms, boxes and suchlike about that you need to jump on in order to progress. Later levels also include ramps with which to reach higher levels.

NOT-SO-SECRET DOORS

Many games have areas of the game that are "secret", requiring much cunning on the part of the player in order to open them up. Not so Skeleton Krew. Yes there are some areas to open up, but rather than them being hidden, they tend to lurk behind huge, pretty-obvious-really doors. And rather than use any degree of ingenuity to open 'em up, you just let rip with your laser cannon. Inside these rooms, you'll find plenty of Kash that boosts your score significantly.



▲ Some "secret" doors like this one are blasted down to reveal the goodies.



▲ Blast! Kill! Open doors!

▲ Jump about on the different levels here to avoid the enemy fire.

KRUISE KONTROL

The control method is frankly excellent. Button A changes weapons, C jumps and B fires. When you're firing, the A and C buttons change your rotation, allowing you to walk in one direction and fire whichever way you want. Since you're a robot in this game you can spin a full 360 degrees if that's what you want to do. This versatile control method is excellent, allowing to do whatever you want in blasting terms, although changing weapons whilst firing is not possible (surely six-button controller owners should have been sorted out with extra functions for their superior pads?).

BUT IS IT REALLY ANY GOOD?

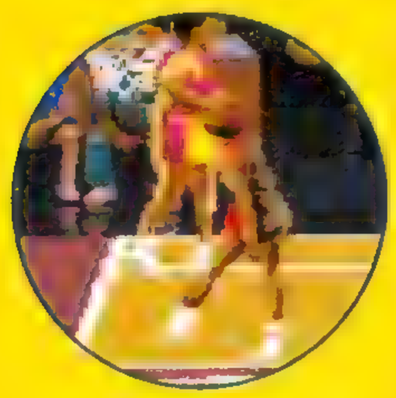
Aha, now that would be telling really wouldn't it? Which, come to think of it is our job, really. Okay then, turn if you will, to page 88 where you'll find the answer to your inquisition.

SEGA

JOINT

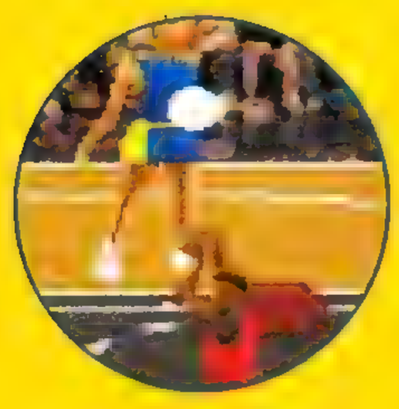
This robotic psychopath is the largest character in the game by a long shot and also the slowest moving. To make up for these deficiencies, he's well-armoured with the most powerful weapons around.

CONSTRUCTED: 2039
ENLISTED: 2054
HEIGHT: 6ft 5in
WEIGHT: 504lbs
WEAPONRY: Krash 'N' Burn Blaster



BOOM SHAKALAKA

SHOWCASE



To you and me, jam might be something that's spread evenly over bread or toast in order to add extra taste to the basic flour/water/yeast-based substance. But to the Americans, jam means something far more significant - the placement of a basketball into a netted hoop. And that's what NBA Jam: Tournament Edition is all about. King of the "dunkers", Richard Leadbetter, reports...

Let there be no doubt about the popularity of basketball in the United States of America. Over there, football (sorry, "soccer") is of little relevance whatsoever. Instead, Americans enjoy the sight of nine foot high athletes running about bouncing large balls about. And indeed, why not? After all, the Gladiators are really popular over here and all they do is push, hit or barge the contenders about and get tons of money for it.

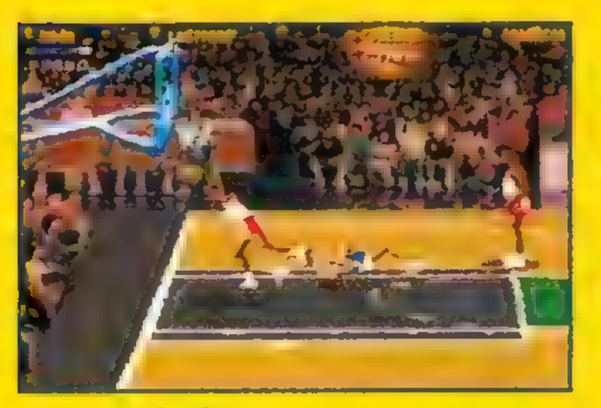
Of course, the problem for the majority of kids wishing to emulate their basketball heroes is that often, they're several foot off the required height and couldn't handle a basketball to save their lives - or the lives of the entire population of the planet, really.

Thankfully, the beginning of the Apocalypse isn't likely to be down to the antics of a fat, spotty youth attempting to play basketball. And the problems of hero-emulation were sorted out pretty well with the release of Acclaim's NBA Jam

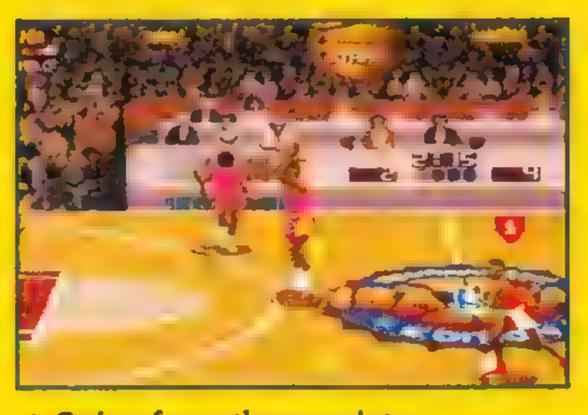
➔

▲ And they're facing off!

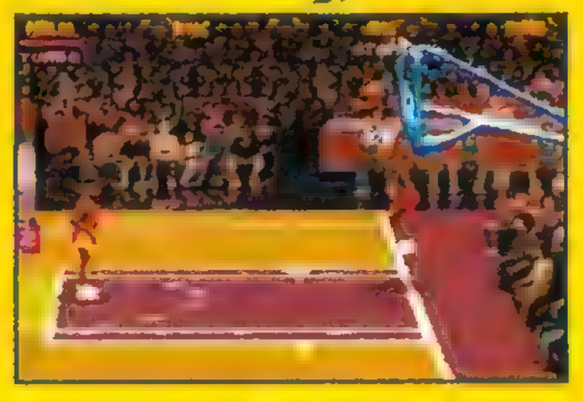
▲ Looks like it's time for a shot at this point.



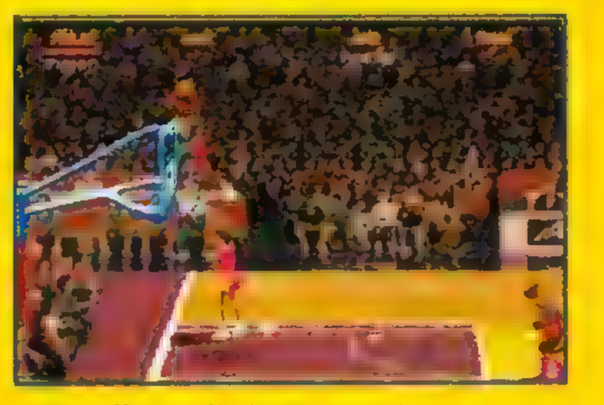
▲ It's a dunk!



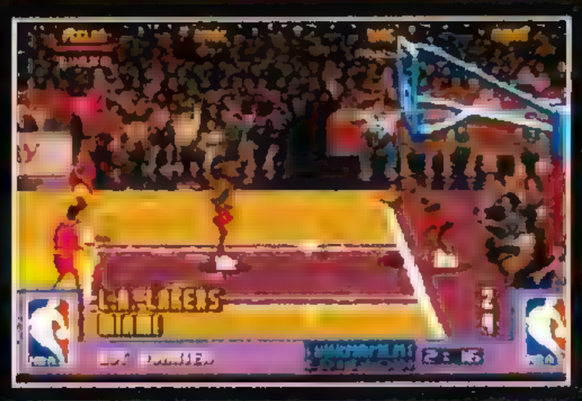
▲ Going for a three-pointer...

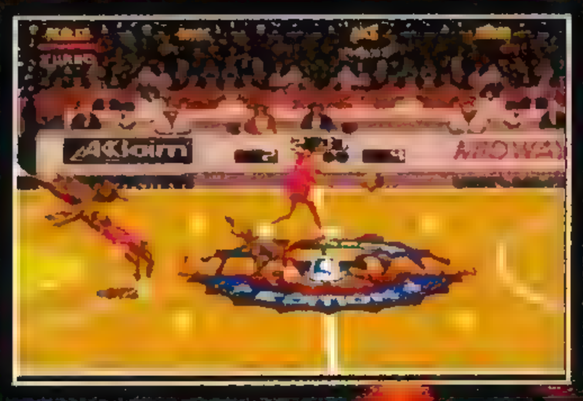


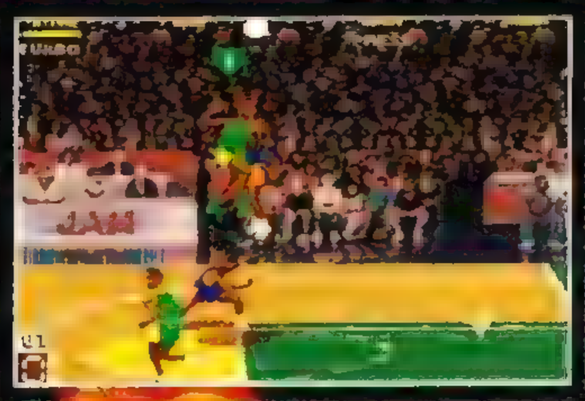
▲ Cor. Look at the action here.



▲ Totally realistic NBA action.







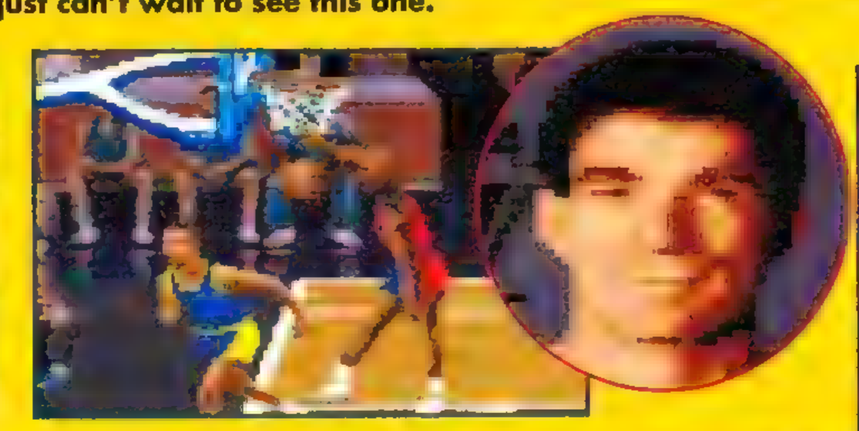
T.E.
TOURNAMENT EDITION

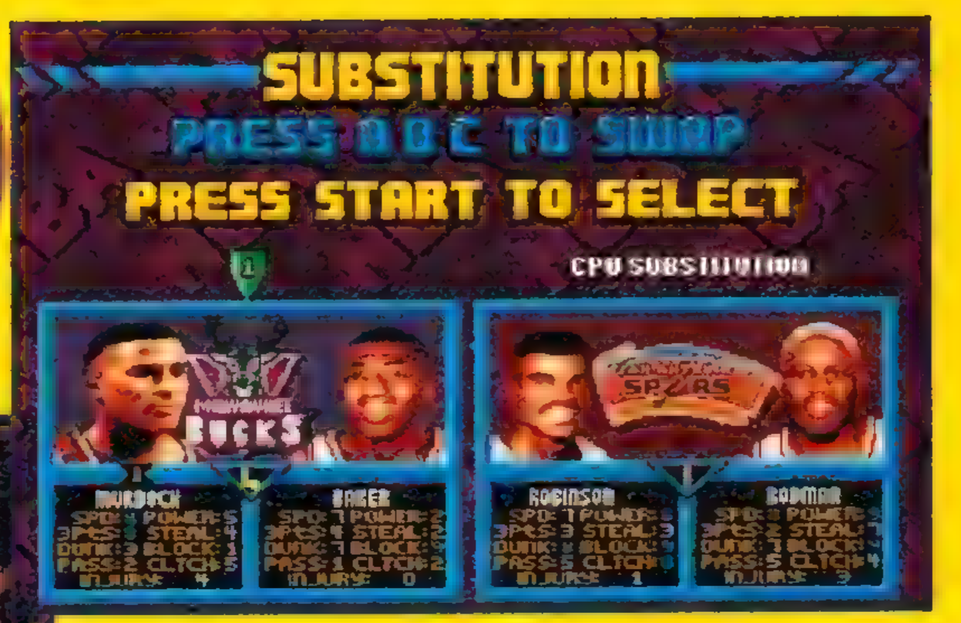
NBA JAM

▲ Bucks versus Spurs. I just can't wait to see this one.

STATS LIFE

As well as the basic sport, there's one other thing that Americans really adore. Stats. Statistics. Numbers.
You and I might find them extremely dull, but not our mates over in the States. To cater for them, NBA Jam has plenty of stats. On the team select screen, you can gauge each team's form by checking out the little numbers at the base of the screen.
Each of the players is rated (out of ten) on speed, power, the ability to score "three-pointers", stealing and... well, I could go on for ever really - and this box isn't that big. Remember, to accurately gauge the strength of a team you need to check the form of all three players. Although only two players appear on-screen, you have a guy in reserve should fatigue or injury hamper a player's performance. You can even swap your characters about at the end of a quarter - that's known as a "substitution", you know.

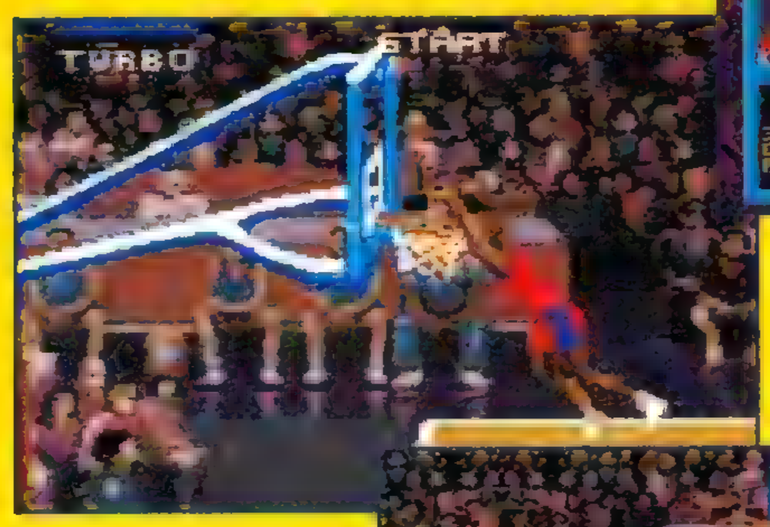




▲ Well, this screen has "substitution" written in large letters at the top, which sort of makes this explanatory caption quite pointless really.

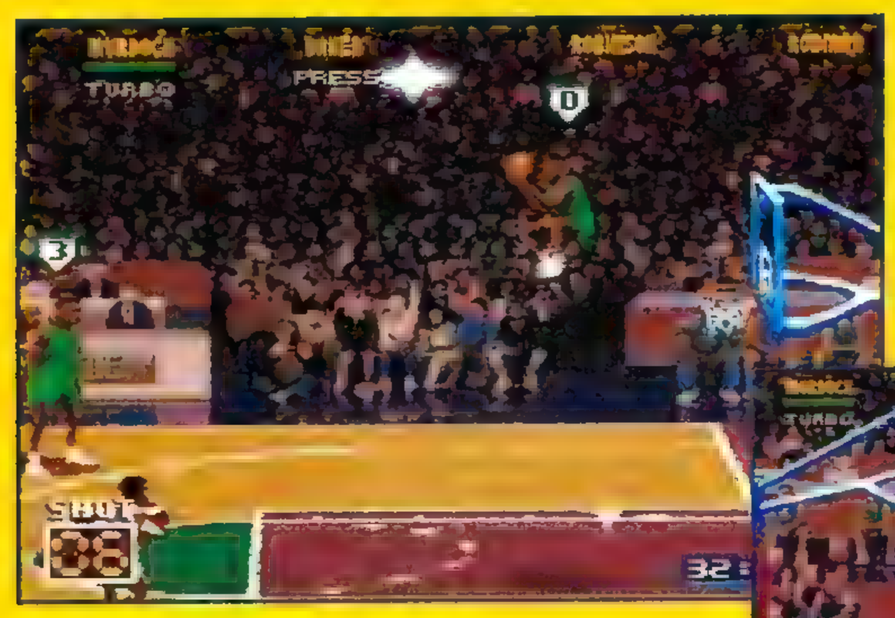
IT'S ONLY A GAME

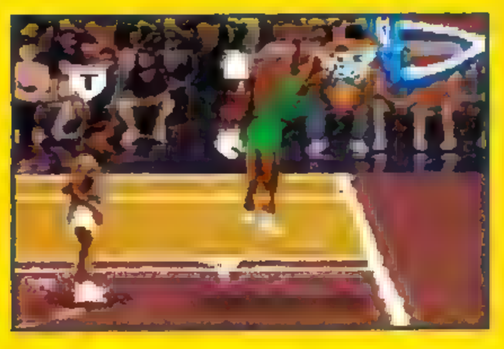
The gameplay may be very simple, but as in all great games, fully mastering the title will take some time. The control method is simple, yet extraordinarily versatile, allowing for a huge number of different on-court strategies and manoeuvres.
This helps you to master the subtle intricacies of the game by supplying helpful hints between quarters and also offers a practice court for you to run about on.



▲ Charged with pure energy, the ball turns white hot. Expect some pyrotechnic antics to follow.

▲ Player one stands before the loop looking totally helpless. Luckily, one of the opposing players is running in completely the wrong direction.





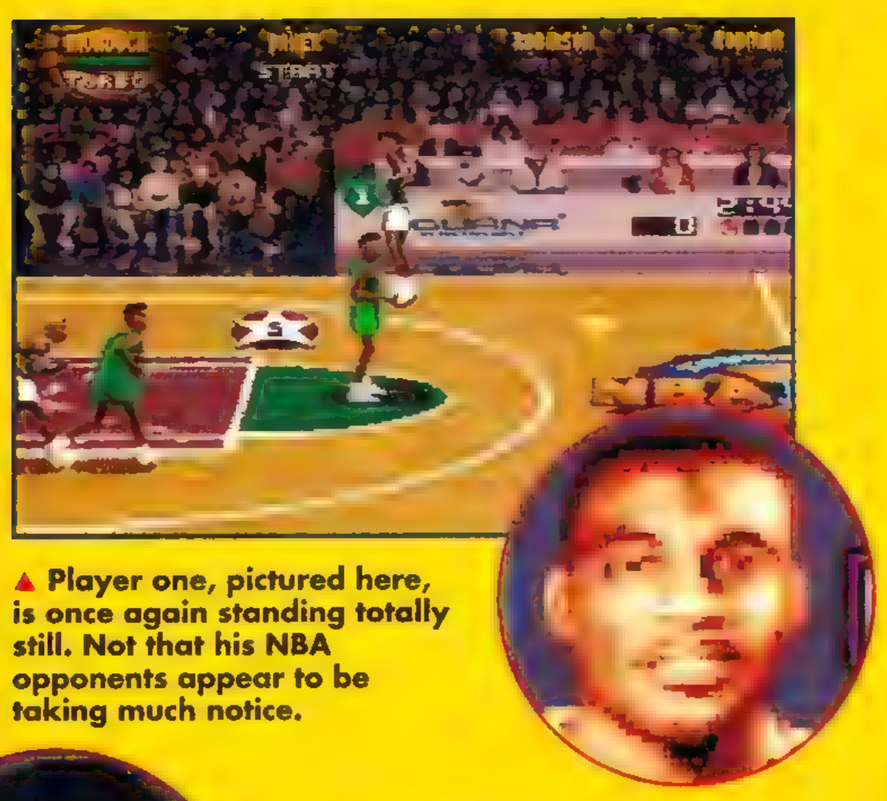
▲ And the ball's on fire! Don't worry - this doesn't actually happen in real life.

TURBO BOOST

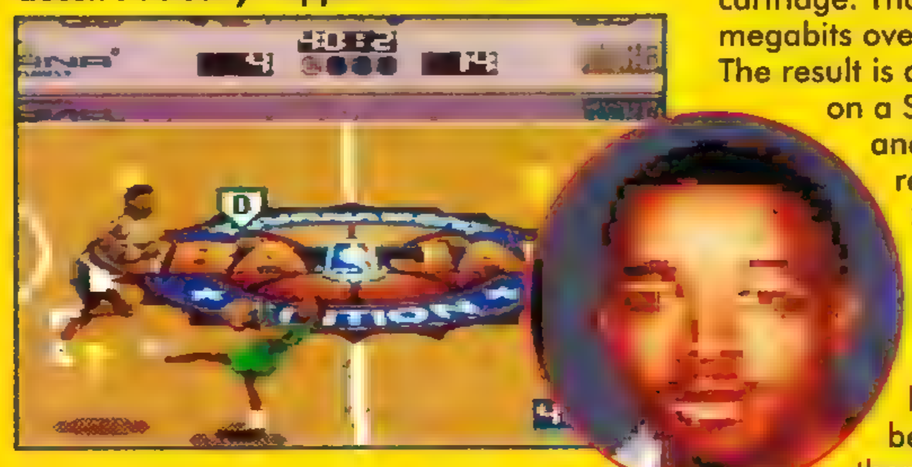
Remember Knight Rider? Whenever Michael Knight pressed the Turbo Boost button, KITT would shoot up into the air, usually jumping over another car or, more often that not, a river or chasm of some description.

Well, NBA Jam also has a turbo button, although it comes in handy for running faster rather than any chasm or river leaping activities. It's also essential in pulling off some of the game's rather spectacular "dunks".

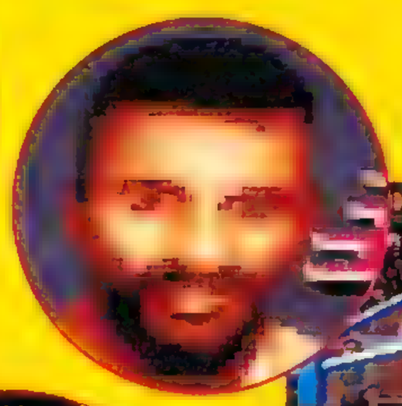
Certain players have some truly marvellous scoring techniques, involving the use of pyrotechnics no less. Also expect to see Japanese ninja- style leaps, spectacular "lay-ups" and plenty of holding onto the hoop (preferably not when your player's setting fire to it).



▲ Player one, pictured here, is once again standing totally still. Not that his NBA opponents appear to be taking much notice.



▲ Top close-up action here. In one word: excitement!



▲ Look no strings! The grey player is suspended in mid-air preparing for a devastating "dunk".

last year. At last, kids could actually play as their heroes and perform basketball-related manoeuvres that even their heroes wouldn't be able to pull off (unless they could leap 20 foot and set the hoop on fire simultaneously, that is). All this and more was on offer, such were the delights of NBA JAM.

T.E. TOURNAMENT EDITION

SAME AS IT EVER WAS

And now, Acclaim have released the arcade follow-up to NBA Jam, its title? NBA Jam: Tournament Edition. Once again, Acclaim brought in noted coders, Iguana, to handle the conversion and allowed them to develop the title using a whoppa 24-meg cartridge. That's an extra 8 megabits over the original Jam.

The result is as close as you're going to get to arcade perfect on a Sega system before the inevitable Megadrive 32X and Saturn versions appear (the former is due for release sometime late this year, probably September if you're interested).

So what's new then? Being an update of a game, the basic engine remains pretty much unaltered. It's still two-on-two, the controls are much the same as is the playability. So, update-like things have been added. The teams have been updated, there are some new characters in there, and there are loads of new special moves to pull off as only you can.

OVER TO JOHN ANDERSON

The most obvious difference is in the coin-op's brilliant speech. You name it, just about everything has been digitised over from the arcade machine. This basically means that the game is accompanied by a very enthusiastic-sounding commentator, who basically ends up telling you how many points you're scoring in between all the "Boom shakalaka" and "It's heading downtown!" and other useless, yet oddly amusing sort of comments. It does get a bit repetitive at times - just like that John Anderson bloke in Gladiators.

JAM AND SPOON

NBA Jam features a whole cast of hugely impressive basketball players, all of whom are endowed with phenomenally amazing skills. The popularity of these guys in the states know no bounds, hence the interesting statistic that NBA Jam has taken more money in the States than Street Fighter II in its heyday. And NBA Jam is *still* cool, unlike Street Fighter II. NBA Jam features every team in the NBA - that's an enormous roster of 27 officially licensed teams, you know. And what's more, there's quite a few more comedy teams hidden in the game which players can access if they find the right set of secret codes. The original Jam allowed you to play, amongst others, Bill Clinton. The sequel has its fair share of very faintly amusing personalities, rumoured to include the likes of the Beastie Boys. Hey - I'm laughing already!

TAPPING OFF

If you're a bit of a sad loner, NBA Jam isn't really the sort of game for you as the best fun is had playing it with up to four players at the console. Yes, NBA Jam: Tournament Edition supports the Sega Tap and allows four players to battle it out, which is excellent fun indeed. In fact, even the bog standard two-player mode yields its fair share of fun and excitement.

NBA JAM: Tournament Edition is reviewed "downtown" on page 90.

START FILE

Y'know that if you like to gamble then baby I'm your man, you win some lose some, it's all the same to me. But we'd all rather win some wouldn't we mates? Of course we would. Thats where I come in to the plan. Ed's the name, tippin's the game. If you read my cheats you can't complain. Cos I'm a man on a mission and I ain't goin' fishin'. I'm gonna make sure that no one's kippin. If you know how then shout out loud to; the Ed Lomas Tips Dept, Sega Magazine, Emap Images, Priory Ct, Farringdon Lane, London EC1R 3AU.

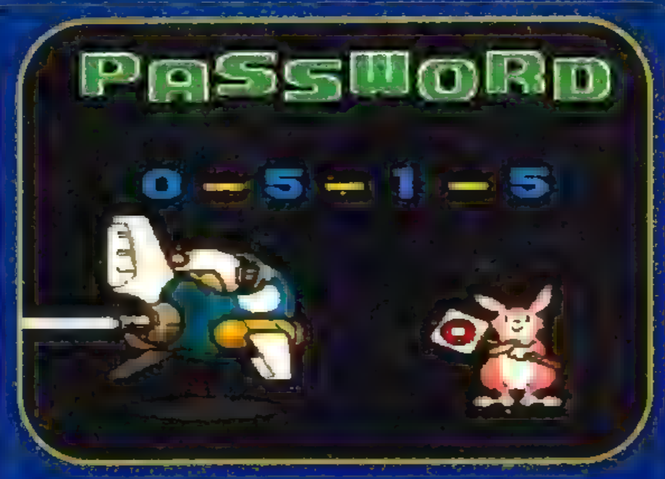
LEMMINGS 2

These level codes from Steven Croft (co-author of "Lemmings: The Solutions") let you play any level of the game.

Classic - IPNNAPJHMLOFPEHHLLBOCP
Beach - PDBGBLJFMOGJLFFLONBHJL
Cavelem - OHLPOHPHPNPPAAEAEADACA
Circus - MLJNNCGLLGNLCODHKLNNPC
Egyptian - HBNPPBPJHNPOJPNPPHPPAA
Highland - NGHDLKNNCPLHOLPNADIDMB
Medieval - JNKANAGIFEDKCFJGENKHFE
Outdoor - DICCFBMIHEECCFJEELCGFD
Polar - EPDPLPOPPPAAACACIAIAGA
Shadow - FNIJNEHCDNKAFBCJNEIKFF
Space - OIDMBOBDILMGODDCDJKMFO
Sports - MHPGHPMBOBHBLIHMEOCPJL

RISE OF THE ROBOTS

These cheats can be used during a two-player fight to confuse your opponent:
Reverse enemy moves - Forwards five times then any button
Turn off enemy specials - Down five times then any button
Invisibility - Up five times then any button
Invincibility - Backwards five times then any button
To play as the Supervisor, go to the options screen and press Up, Up, Down, Down, Left, Left, Right, Right, A, B, C, A, B, C. Her special moves are as follows:
Jump Attack - Up and any button
Double Kick - Down and any button
Spin Attack - Press hard kick repeatedly



MEGA BOMBERMAN

Why print pages of codes for this game when you only need two? This first code will let you select any level you want - "7954". The second code lets you play on the Final Zone - "0515". Thanks to Sean Butcher for those.

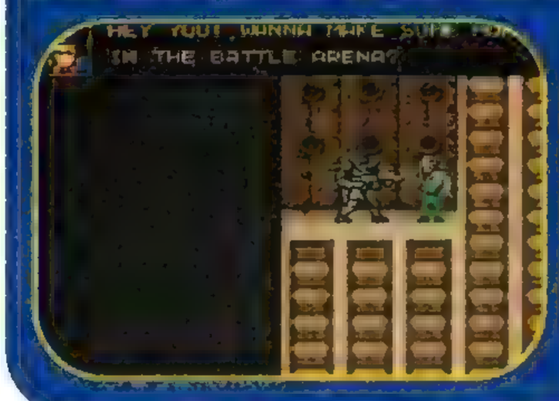
MIGHTY MORPHIN' POWER RANGERS

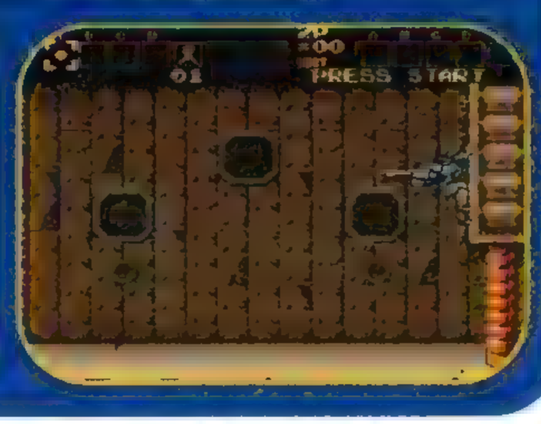
This is a very useful and sensible tip indeed: Don't buy this game because it is rubbish. Thank you.

MEGA DRIVE

PROBOTECTOR

PM Gal from Dartford and Jamie Slater from Oxon have both written in to tell everyone about a secret ending.
On the "Garbage Dump" stage, beat the garbage boss and after the wall cannons, climb up the wall above the door. You will find a man who will ask you if you want to fight in the "Battle Arena". Say yes and you will have to fight a robot with fish for a weapon and a psycho mother with a pram (amongst others). Beat them for an interesting ending.





FIFA SOCCER '95

Thomas "Blue Moon?" Parish from Warrington has sent in a useless tip which makes an opposing player ice skate. When you get a set-play free kick change controller 2 to the other team and make a player run into the path of the free kick to see him ice skate. Weird. Also, if you've got a turbo fire pad press turbo button C or A when you score for some odd sound effects.

SHINING FORCE 2

Apologies to Leslie Hance from New Addington who has given us this tip lots of times but has not yet had it printed. When you complete the game and have seen the two jewels in the end sequence, leave the game for around five minutes and an extra battle will start. In this fight you must beat every boss from the game at once!

SENSIBLE SOCCER

Chris McAvoy from Erith has this tip to make the computer team miss a penalty. When the player steps up to take a penalty, pause the game and hold A, B and C. Now keep pressing Start repeatedly to pause and unpause the game and eventually the player will get bored and walk away. Apparently it works for corners and free kicks as well.

S.S. LUCIFER: MAN OVERBOARD

Lots of codes from Yusuf Miah in Oldham and Andrew Wright in Durham.

1 - CRUMBS	11 - FATMAN	21 - NICKEL
2 - JUMPED	12 - SUMMER	22 - LITTLE
3 - JIGSAW	13 - CLOUDS	23 - TREATY
4 - WARSAW	14 - KEBABS	24 - LISTER
5 - BANANA	15 - LIZARD	25 - SHARKS
6 - OYSTER	16 - SILVER	26 - PLURAL
7 - TENNIS	17 - BRIDGE	27 - RUNNER
8 - ISLAND	18 - RECORD	28 - STRIPE
9 - CRATER	19 - MOTHER	29 - GUITAR
10 - DENNIS	20 - SUNHAT	30 - COYOTE

SPIDERMAN

Dijon Ward has sent in this unusual tip which "warps Spiderman from one point to another". Dijon says that you should stick onto the back wall in the sewer level so that Spidey's back is facing out of the screen at you, then press the C button as fast as you can. Keep doing this and press a direction on the pad to move around.

ECCO 2: THE TIDES OF TIME

These are complete passwords for Ecco 2 including some for extra levels.
Crystal Springs - EITQLYEB
Fault Zone - CZNETIZA
Two Tides - WFKELUYA
Skyway - MKSHUUCB
Sky Tides - AYQAFQCB
Tube of Medusa - ECUWSKYA
Skylands - OLBEJAEB
Fin to Feather - MIRCZXXA
Eagle's Bay - WTNEAIDB
Asterite's Cave - YYUGKTXA
Four Islands - MYDWEFDB
Sea of Darkness - AOJNVUWA
Vents of Medusa - QCJAMBYA
Gateway - ECYNWDEB
Moray Abyss - OJOOLZWA
Sea of Birds - IUUUNZYA
The Eye - IGXFVPTE
Big Water - QEKXGSIA
Deep Ridge - CEUAXWQD
The Hungry Ones - SPGUCBME
Secret Cave - ECWLEMRE
Lunar Bay - KLIIRMRE
Black Clouds - EEJZYCOE
Gravitorbox - AKXRGSME
Globe Holder - SHMSVSME
Dark Sea - KIAPSTAA
Vortex Queen - OABLVADA
Home Bay - OEDOBNIA
Epilogue - UHOUJFDA
Fish City - EPGUXGEA
City of Forever - EVHXXYJA

The next levels are extras.
Maze of Stone - EQXERJXA
Aqua Tubeway - AUCLPDZA
New Machine - GCQDSXJA

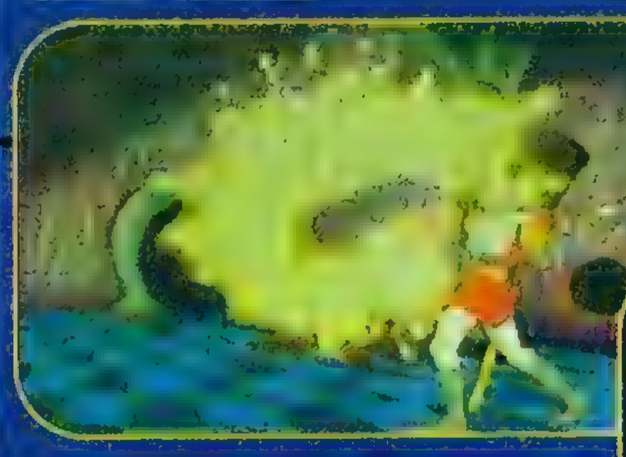
MICRO MACHINES 2

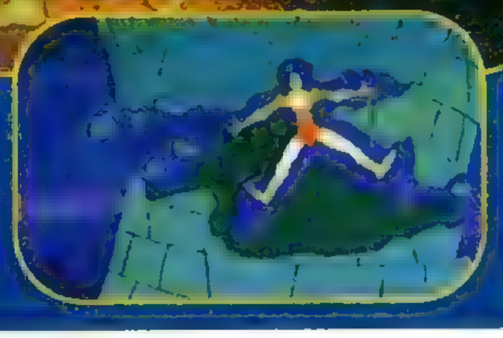
Here are the directions to some of the secret bonuses hidden in the game. They will only work in the one player challenge mode and the bonuses only appear after you have finished one lap.
Warps to next race
Race 2 - Driller Killer - In the middle of the table
Race 6 - Ceiling Circuits - Off bottom right of track
Race 8 - ATV Action - Bottom right of track under flowers
Extra lives
Race 12 - Roller Coaster - Just above wallpaper roll at the bottom
Race 14 - Piano Panic - To the bottom left of the track
Race 18 - Vice Squad - In the middle of the table
Bonus laps
Race 13 - Bury my Body - To the top left of the track
Race 16 - Turbo Buggies - To the bottom left of the track
Race 17 - Treehouse Tiles - Halfway along the bottom plank
Race 19 - Hit Parade - On the left side of the right-hand keyboard

MEGA-CD

DRAGON'S LAIR

When playing the game press Start to pause and press: Right, Right, Left, Left, Down, Down, Up, Up, Start. You will lose a life but from then on the game will play itself, allowing you to see all of the scenes.





STAR WARS:REBEL ASSAULT

Here are complete passwords which Brian Shirlaw from Glasgow claims work on the official version of the game.

Chapter	Easy	Normal	Hard
1	BOSSK	BOTHAN	BORDOK
2	ENGRET	HERGLIC	SKYNX
3	RALRRA	LEENI	DEFEL
4	FRIJA	THRAWN	JEDGAR
5	LARRA	LWYLL	MADINE
6	DERLM	MAZZIC	TARKIN
7	MOLTOK	JULPA	MOTHMA
8	MORAG	MORRY	GLAYYO
9	TANTISS	MUFTAK	OTTELZA
10	OSWAFL	RASKAR	RISHII
11	KLAATU	JHOFF	IZRINA
12	IRENEZ	ITHOR	KARRDE
13	LIANNA	UNWAK	VONZELL
14	PAKKA	ORLOCK	OSSUS
15	NORVAC	NKLLON	MALANI

32X

DOOM

All of these cheats use the six-button pad so make sure you are playing with one if you want to try these cheats out.

All weapons, keys and ammo - Pause then press Up, X, Y and Mode at the same time.

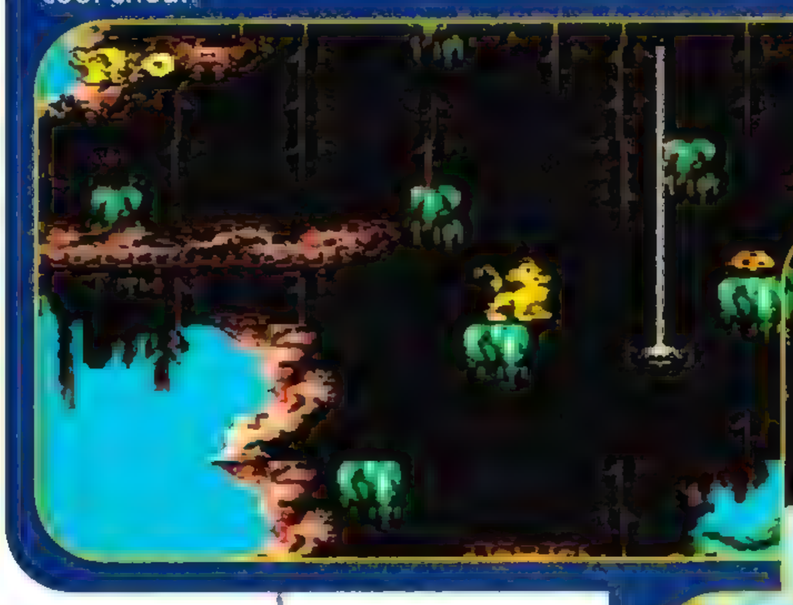
Invincibility - Pause the press Up, A, C and Mode at the same time.

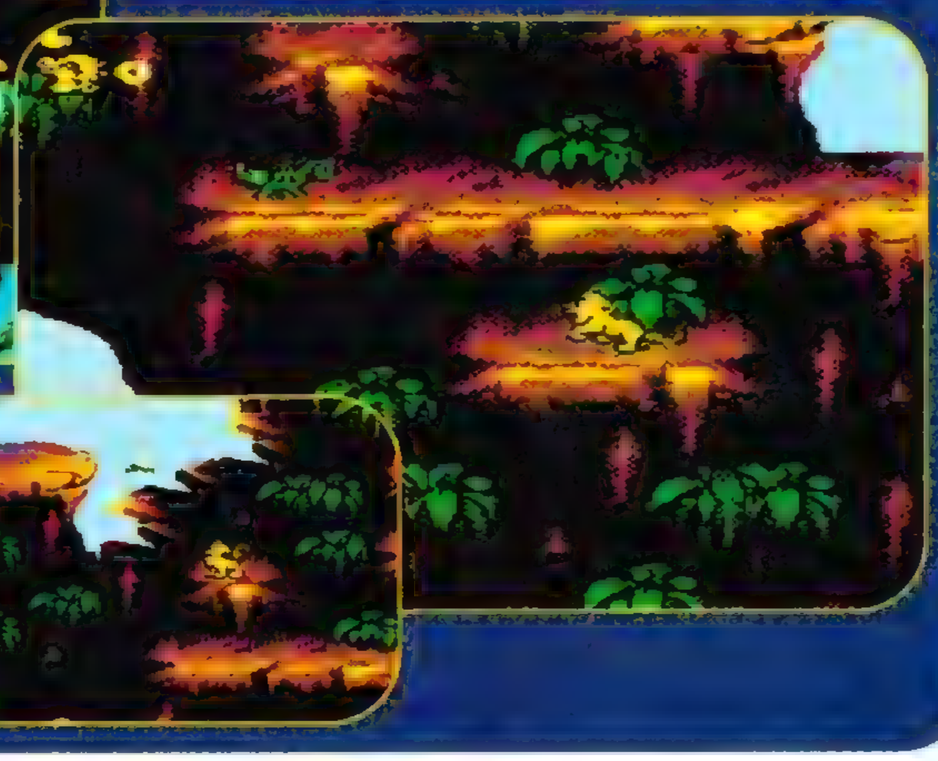
All weapons, keys, ammo and armour (from Neil Holland, Oxon) - Pause then press X, Y and Z at the same time.

GAME GEAR

THE LION KING

When the Sega logo appears, press and hold button 2. Keep it held and when the logo disappears, rotate the pad clockwise repeatedly until the Disney screen goes and you will hear a noise. Go to "Start" and a level select will appear.
Thanks very much to Alex Wulter from Huntingdon for that cool cheat.





DESERT STRIKE

Even though this game isn't that new, people still keep asking for help and seeing as we've never printed codes for it, here they are.
Campaign 2 - CIWEJFD
Campaign 3 - GHGIJFE
Campaign 4 - EGCMKOH
Thanks to James Wyllie from Aberdeen for sending them in.

SONIC CHAOS

Do the sound test cheat from issue 9 (Down, Down, Up, Up, Left, Right, Left, Right, 1, 2, Start on the title screen) and enter the sound test screen. Whilst there you can fire off Ryu-style fireballs! Roll the pad Down, Down/Forwards, Forwards and 1 to launch it.

Master System

TRIVIAL PURSUIT

Sam Laws from Rochester has got this brilliant cheat to let you win every time. When Russell asks if you got the question right just say "Yes" whether you knew the answer or not. Sad eh?

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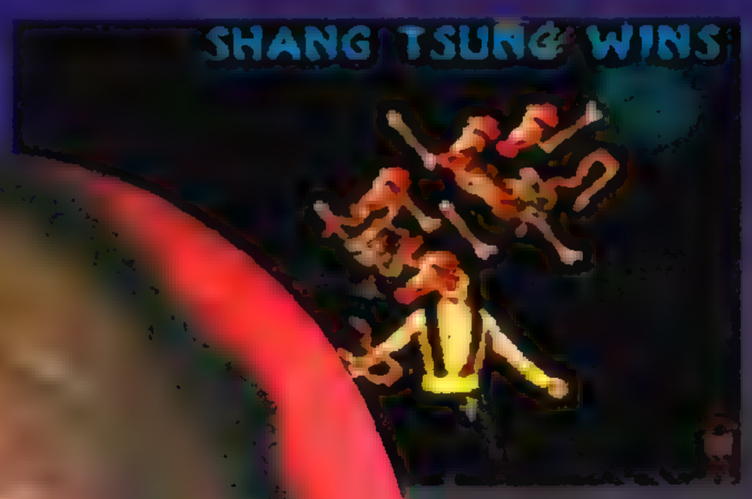
REVIEW INDEX

Traditionally, this time of year is a bit quiet for great Megadrive games. Usually we have to make do with a couple of titles from Crappysoft or someone and that's it. But this year, there's plenty of new titles around, most of which are of top quality.There's even a couple of 32X reviews knocking around too.



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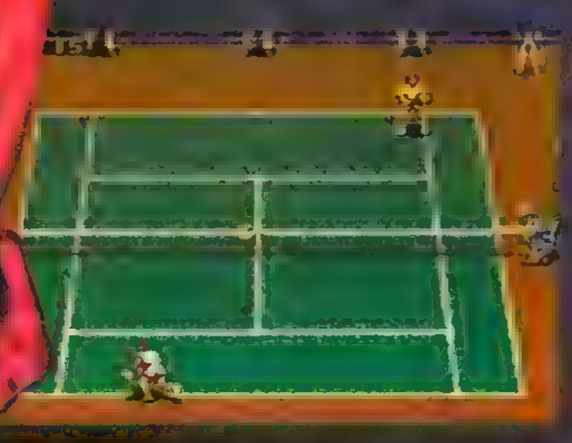

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REVIEW

MORTAL KO

MEGADRIVE 32X

MEG

BY: ACCLAIM

PRICE: £54.99

RELEASE: OUT NOW

STYLE: BEAT 'EM UP

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: 29

Eighteen months ago it seemed unlikely that anything could have knocked Street Fighter from its long-held post of 'King Of The Beat 'Em [illegible]. After all, the only contenders [illegible] bodless conversion of Mortal Kombat boasting a [illegible] characters, and assorted tat [illegible] Of The Monsters and Art Of Fighting.

Yet, something at Capcom HQ went horribly wrong. Rather than expand the Street Fighter mythos with the unveiling of the third in the series, Capcom opted to milk the same characters and just add four more to keep things fresh. However, Midway were still smarting from the kicking Mortal Kombat had received in the arcades and decided to make the most of the good points of the original but expand the game in every conceivable department. Mortal Kombat II was born.

The rest, as they say, is history. Mortal Kombat II's twelve characters, hidden fighters, supreme playability and gore soon smashed Ryu and Ken out of the way, and Baraka and Mileena were hailed as the new heroes. Now, as we eagerly await MKIII and its new fighters, Acclaim have unveiled what is claimed to be the most accurate conversion of Mortal Kombat II yet. While the 16-bit game remains a classic of our time, this 32X update enhances every aspect and adds most of the bits missing from the original conversion. As such, all the characters are taller and boast more colours than ever before, the sound is meatier and uses samples which sound as if they have been lifted from the coin-op as opposed to lisping utterances, and most of the foreground and backdrop animation has returned. Similarly, developers Probe have reinstated the combo moves which made the MKII coin-op so special, allowing cocky arcade-goers to string together fancy moves in the comfort of their own homes.

Although the Megadrive version was a massive achievement, it isn't until you play this 32X game and experience the delights of the 'juggle combos' that you realise what was missing. All the little touches such as the enhanced aesthetics take a while to sink in, which is a testament to the closeness of the 16-bit game, but it's the gameplay that has benefited from the revamp the most. MKII in its 32X form is quite simply one of the best and most instinctive beat 'ems up a home system has seen. It may not beat Virtua Fighter on points, but it certainly has it against the ropes. This is what Sega's plug-thru has been waiting for...

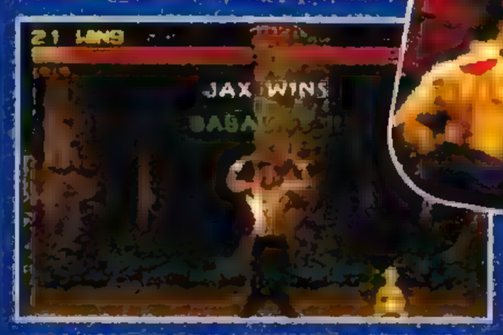
▲ Some of that good old Mortal Kombat action, just like Momma Shao Khan makes back home.

MBAT

No Kintaro! Friend Kintaro. Down boy! No, no, noooooo!

Ooh, it looks like Kitana's feeling a bit itchy behind the knee.

Hur, Baraka like you. Baraka wanna give you present. Baraka wanna hug you and kiss you and eat your face. Hur, hur, snort.



Yeh man, like a total babality, dude. Like, what a fox, man. Far out. Kung fu, baby, kung fu.

COMMENT

SAM HICKMAN

I am one of Mortal's greatest fans and my first impressions of this 32X version were of disappointment. It takes a while to appreciate the lower use of colour and sound, but the best aspect of this 32bit incarnation of MK2 is that it is a completely different game from the Megadrive one. It's certainly the 'juggle combo' to their original place. Probe have brilliantly maintained the gameplay. The lack of true gravity in the Megadrive game was all that stopped it beating Super Street Fighter, now it's been returned. It has made an already good game more playable than ever. I must admit to feeling a little shocked that the sprites are smaller on big as they're arcade counterparts and that the full end sequences haven't been replaced either, but this is a stunning conversion and well worth the cash. Owners of the Megadrive version should sell their cart and upgrade, while owners of Saturn Corrupter... well, that'll teach you to be impatient won't it!

COMMENT

RICHARD LEAD BETTER

This is good, but I reckon I've been let-lost 32X owners expected an arcade perfect translation of MK2, but the fact is that this has more in common with the Megadrive version than it does with the arcade — in terms of looks any way. Thankfully, the gameplay has been tightened up a great deal and it does look a little better thanks to it's larger colour palette. But overall it's average, thanks to the inclusion of the rolling-up's pretty sound effects. Yes I have some small gripes with this, but they are quite small and it shouldn't put you off buying this top-notch 32X product.

94 Presentation:
The intro sequence is back, there's a mini scenarios for each fighter, and the options of the original have been retained.

95 Graphics:
Larger, more colourful sprites, and the backdrops have been redecorated, too. Stunning.

93 Sound:
The samples are clearer than before, and even the music has been tinkered with.

73 Originality:
The basic one-on-one action is hardly original, but we still have a soft spot for the assorted Fatalities, Babalities and that.

95 Playability:
The addition of the 'juggle combo' creates an entirely new game.

89 Challenge:
Not the hardest game in the world, but there are plenty of difficulty levels on offer.

93 Lastability:
All the options remain, and the hidden characters are still there. Plenty to find and punch, and there's twelve characters too.

OVERALL:
What 32X owners have been waiting for. A corking conversion which, whilst still not arcade perfect, is the best you're likely to see this side of a Saturn. Cool.

93

REVIEW

MEG

BY: EA

PRICE: TBA

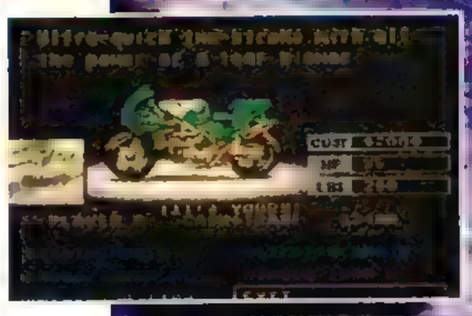
RELEASE: MARCH

STYLE: RACING

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: EARNED



ROAD RASH 3

Nothing like getting out on the open road is there? That cool breeze blowing gently through your hair, motor calmly a-purring to the dulcet tones of Motorhead. Aaah. You can't beat it. But hold on just one doggone minute. Word has reached the Sega Mag offices that certain youngsters are taking to the roads with iron bars, challenging their adolescent peers (appropriately named "Scab boy" or "Weeping Sore") to duels whilst on the move. Is this a return to the satan-worshipping days of Hell's Angels? Why no, God forbid. It's just road Rash 3, silly.

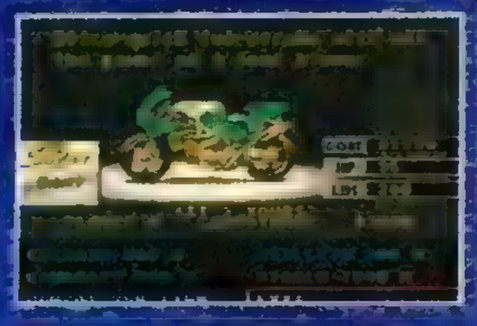
And that's a bit of a shame really. Far be it from us to encourage violent behaviour in young adults, but a Hell's Angel simulation would be a bit of a laugh. Imagine the fun you could have swigging back a couple of gallons of brew then riding on to the next unsuspecting village, chain in hand, for a spot of hedonistic pillaging. Yep, that would definitely gain the thumbs up from us. But I don't think the local PTA would be too happy about it. Which is probably why although EA's Road Rash series deals with these kinds of people on a daily basis, it pretends that they're quite nice really. And even though they carry heavy metal bars around with them, they don't want to beat you up. No, they just want to give you advice on how to win illegal street races. So that's alright then.
So, Road Rash 3. Initially it doesn't seem very different from the other two Road Rash games. There are a couple of fundamental differences though – there's a chopper that swoops down to try and knock you off your bike, and in addition to stealing competitors' weapons, you can steal their bikes too. The only other noticeable addition is that the programmers have tried to make this resemble the recent 3DO Road Rash in some way, but without a Therapy? soundtrack and decent full-motion video, this is somewhat difficult.
If you've never bought any of the Road Rash games before, then this is probably the best version to buy, purely because it has all the little tweaks and upgrades you'd expect from a sequel. But you could probably buy Road Rash 2 for half the price, and it's just as much fun.

SEGA

▲ Oy! There'll be no playing golf in this game!

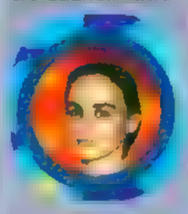
▲ I bet they're all really, really cold.

▲ Hey babes! I won! Me! All by myself and everything.



Surgical flickability? What's that then?

COMMENT



SAM HICKMAN

Whenever EA used to be a company that produced top-quality conversions of arcade classics, these days they only churn out upgrades of old games. This is the second time they've unpacked the original Road Rash and although the actual game is pretty great, it lacks excitement and original features. I still enjoyed playing it, but I don't think it's fair of EA to continually rehash all their classics. If it was a bit cheaper, it might be a bit more palatable, but at they're doing at the moment is making a quick buck out of the die-hard fans.

He's a big lad, isn't he? And what's he doing all by himself in the middle of the desert?

COMMENT

RICHARD LEADBETTER

I'm starting a bit tired of seeing the same old games being released over and over again, which is why I wasn't exactly enthralled with this latest version of Road Rash. There's not much here that Road Rash fans won't have seen before and apart from a few minor changes, there's been little attempt to upgrade the action. It's still a great game in its own right though, and anyone who's never bought a Road Rash game before will find it top value for money. I just wouldn't mind seeing something completely new once in a while. Is that too much to ask for?

Presentation: 89

Lots of pictures of hard rockers wielding chains, plus plenty of intro screens and suchlike.

Graphics: 88

Not a huge amount of difference between this and the last Road Rash, but the tracks and in-game graphics are different.

Sound: 89

Plenty of hard man tunes to get your motors running.

Originality: 10

I'm not going to answer that one. Sorry.

Playability: 85

Extremely playable, even though it is the same as the other versions.

Challenge: 85

Hundreds of tracks that will take ages to conquer.

Lastability: 90

The brilliant two player option will have you coming back again and again.

OVERALL: 87

Fun but unoriginal. Let's hope this is the last Road Rash game we'll see for a while.

REVIEW

CD

BY: ACCLAIM

PRICE: £TBA

RELEASE: OUT NOW

STYLE: FMV ADVENTURE

PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: NONE

CORPSE KILLER

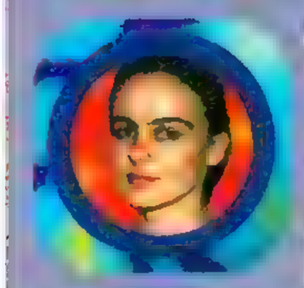
There's plenty of things you can get away with in FMV games that would never make the grade in the movies. As well as all the usual terrible acting (something of a tradition now) there's a rather liberal sprinkling of crap special effects and a viewing area the size of a first class stamp. But still, these games seem to have a certain charm surrounding them, which is why we always whoop for joy when another one arrives for review.

This time, the game in question is Corpse Killer, a zombie-blasting frenzy set on a remote Caribbean Island. Inhabited by er, dead people, the idea is to destroy the reanimated corpses for good whilst simultaneously picking up treasure and a hot news story along the way. Sounds like a pretty good storyline, doesn't it? Well, it is – for a while anyway. But sure enough, driving to various sites on the island, blasting a few zombies that all look the same and moving on to another place begins to take its toll after a remarkably short time. If the proceedings were slightly more spontaneous, the gameplay might actually succeed in creating some kind of atmosphere, but as it stands, you know exactly when the zombies are going to appear, exactly how to kill them, and exactly when there'll be some witty interludes from Winston the rasta and Brigitte – aspiring journo and chief pouter– too.

Unfortunately, this is the single feature that lets most games of this nature down. Obviously, it's pretty difficult to program much spontaneity into the Mega-CD, but the whole point of using real people in games is that it supposedly makes the proceedings more exciting. But due to the poor picture quality (fuzzy, at best, even though Digital Pictures have developed all kinds of techniques for improving it) and a lack of variation on the gameplay, it just ends up being kind of dull. Admittedly, some of the actors, such as Dr Hellman, spice up the proceedings nicely, giving the title an almost spoof/B movie feeling about it. But at the end of the day, it tries too hard to be bad and it's nowhere near bad enough to be good.

SEGA

COMMENT



SAM HICKMAN

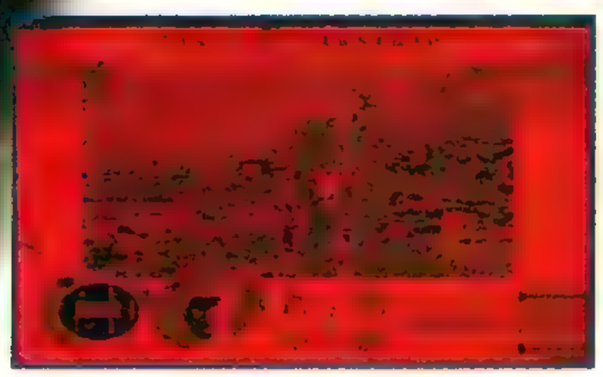
Although this seemed a fresh concept when I first played it, the main cause of amusement was the pathetic flow of zombies that seem to plague every level. That said the way they burst in bloody pop their way across the screen is pretty cool. However, once you realise it doesn't have much else going for it, the gameplay is actually quite dull. There's probably more interaction going on here than in other Digital Pictures games, but the content is really repetitive and there's not much of a mystery element either. Plus the picture quality isn't much better than when Digital Pictures first started making FMV games over four years ago – but the full-like quality of course. And I'm sorry to say it, but after seeing seven of games like this over the past year, even the hammering it's starting to wear thin.

▲ Cut down in his prime by a blunt cake knife. What a way to go.

▲ You know, I just can't do anything before a brew first thing in the morning.

▲ And here's your not-at-all cliched co-star, Rastaman Winston.

▲ Come back!



▲ Okay, so her complexion's not up to much, but she's pretty hot stuff.

COMMENT

TOM GUISE

I must confess to having grown fond of these FMV games over the past year. Sewer Shark was entertaining and Double Switch was a genuinely good game. I kind of expected to enjoy Corpse Killer too, mainly because of its spoof zombie movie feel. Admittedly, the hammy acting and dreadful staggering multi-stars are pretty hilarious, for a while. But in truth, it all gets dull after a while. Considering these games tend to be trained by their gameplay, it's often the twisting plot that keeps you at it, something this game lacks, much like Ground Zero Texas did. And I didn't like that either.

▲ Crap zombies in the area! Alert! Alert! What? They're wearing rollerblades? In that case, they must die! Die now, zombie scum!

▲ Don't expect him to help you. He's a hostage you see.

▲ Yep, you've guessed it, it's the on-screen menu.

▲ Breath or bullets? Bullets or breath? God damn that's a tricky one.

AUBURN REVIEW

80 Presentation:
Oooh it's just like a movie. It's got loads of intro bumpf, and once into the game there's loads of options too.

81 Graphics:
As it's almost 100% video, it's difficult to comment on the graphics, but overall, the picture's fuzzy and the zombies are absolutely appalling.

85 Sound:
The speech is all pretty clear, but the noises that the zombies make are ridiculous.

75 Originality:
Digital Pictures are the only people who make these kinds of games, so I suppose they are fairly original.

65 Playability:
At first it seems like good fun, but after a while the gameplay becomes too repetitive.

69 Challenge:
Average difficulty, but because the gameplay is so repetitive you'll crack it in no time.

60 Lastability:
If you bother to complete it, you certainly won't want to come back.

OVERALL: 71
A good laugh at first, but the novelty soon wears off.

REVIEW

Mega SWIV

8 MEG

BY: TIME WARNER

PRICE: £39.95

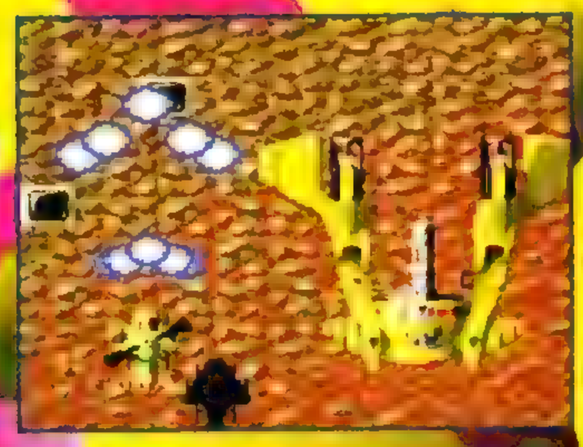
RELEASE: MARCH

STYLE: SHOOT 'EM UP

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: NONE



Mega SWIV is a conversion of a game which graced the Amiga several years ago. In its original Amiga format, SWIV was an unofficial sequel to Tecmo's classic Silkworm arcade game which abandoned the coin-op's horizontally-scrolling view for a more traditional vertically-scrolling scheme.

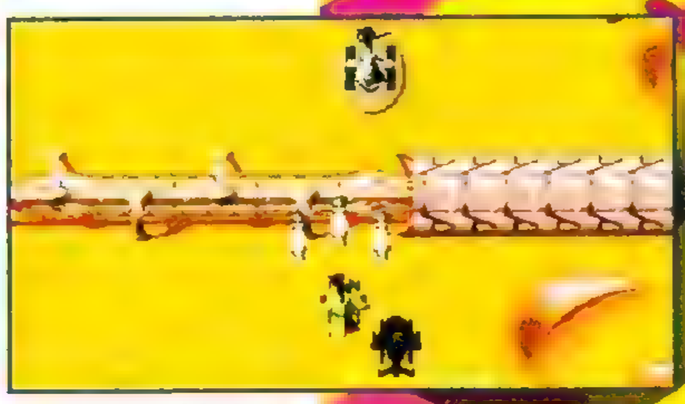
It was also noted as being the first Amiga game to load from disc as it played. But as Time Warner's well overdue Megadrive version comes on a cart it falls to the game's playability to save it in these times of Thunderforce and Gynoug.

Controlling either a futuristic helicopter or a jeep, the player is left to blast a path through the thousands of aliens who float down the scrolling play area. However, depending on your chosen vehicle, the proceedings are different, in that the jeep must move out of the way of ground-based obstacles and hazards, whilst the helicopter is more susceptible to airborne attack.

Mega SWIV belongs to "Ye Old Schoole Of Shoot 'Em Upes' and features all the power-ups and goodies we have come to expect from the genre. As the player guides their chopper or jeep through the assortment of rockets, tanks and gun emplacements dotted across the play area, bonuses come in the form of icons and... er, bubbles. The former appear periodically and upgrade the three weapons each vehicle has (bullets, lasers, and flames), whilst the latter envelopes the vehicle and acts as a temporary shield or, alternatively, whites out the screen in a Smart Bomb effect if shot repeatedly.

Each stage is presided over by a huge boss which boasts more firepower than the smaller ships put together and also spews out protective forces. However, as this is a typical blaster, simply avoid these and pump enough bullets into it and it'll go kapow and loads of points will be yours.

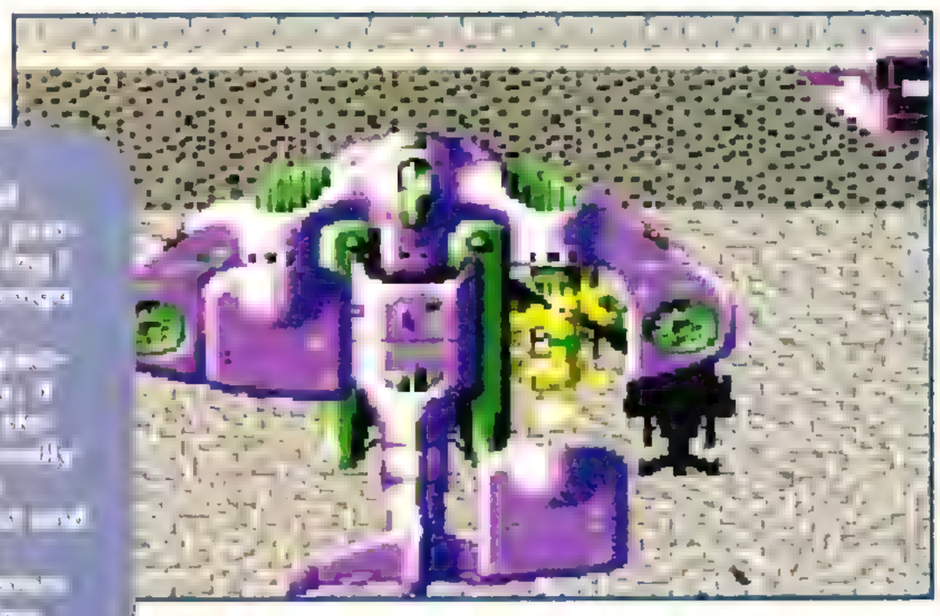
SEGA



▲ Unstoppable heli-power abounds!

▲ Attack of the blue balls of Beelzebub!

▲ Check out those superb explosions!



▲ The excitement reaches fever pitch here!

COMMENT

RICHARD LEADBETTER

refined than those of the four-year-old

COMMENT

TOM GUISE

Presentation: 68
Two vehicles, but minimal options and a crap Manga-esque intro.

Graphics: 69
Rather too much brown, and the flickery sprites don't help much.

Sound: 72
Dull, unimaginative effects which range from explosions to... well, explosions.

Originality: 8
Oh, c'mon. It's a four-year-old game!

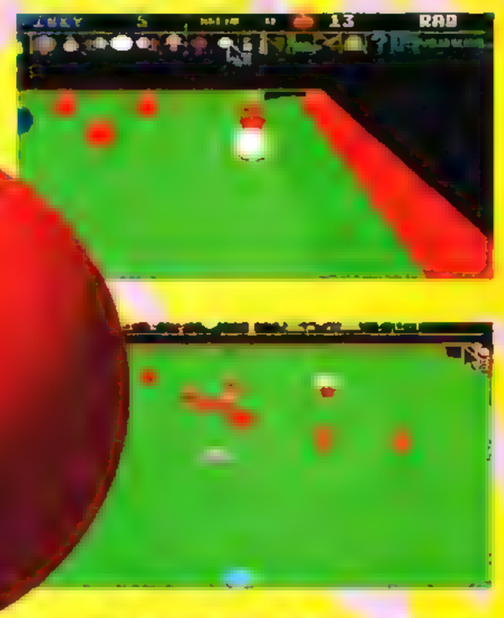
Playability: 74
What it does it does fairly well, but more frill and thrills can be found elsewhere.

Challenge: 67
Plenty to blast and tough bosses, but often unavoidable loss of life gets annoying.

Lastability: 68
The levels are long and full to the brim with baddies; but it never varies and soon gets dull.

OVERALL: 66
Too little, far, far too late. Mega SWIV should never have been considered for release, as it sullies a fond memory.

SNOOKER LOOPY NUTS ARE WE...



Yep, we just can't get enough of all things Snooker, especially when the item in question is none other than Jimmy White's Whirlwind Snooker. I mean just look at that picture of him. Eyes-a-twinkling, cheeky grin fixed like glue to his porcelain complexion. What a professional.That's what snooker's all about, eh? Oh and his game's not bad either. Actually, come to think of it, it's pretty damned good – sports game of the year some would say. And who are we to argue? Well, we didn't argue at all actually - we gave it 92% overall. Anyway, even though the`Jimster's a rather busy chappie these days, he's taken a bit of time off to launch a range of special snooker cues, endorsed with his own good name. Made with the finest quality er, wood, and presented in a special collector's case, we've got ten of 'em to give away, thanks to Virgin Interactive Entertainment. And Jimmy's going to sign each one and make out a special personal message for each winner! Amazing eh?

So, if you fancy yourself as a bit of a misspent youth or indeed a top snooker player, just answer the question below and a signed snooker stick thing could be yours. IT'S THAT EASY!

Q: How many pockets are there on a snooker table?

Send your answers to JIMMY JIMMY! OH! SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Get your entries in before March 31st if you want to stand any chance of winning.

JIMMY WHITE'S
WHIRLWIND
SNOOKER

REVIEW

MEGADRIVE 32X

16 MEG

BY: SEGA

PRICE: TBA

RELEASE: MARCH

STYLE: RACING

PLAYERS: 1-2

CONTROL: JOYPAD

CONTINUES: INFINITE

MOTOCROSS CHAMPIONSHIP

▲ Why our Art Editor decided to circle this bike's tyre is beyond me. Is it a subliminal message?

▲ Yee-hah! Get your motors runnin'...

If you ever watched Kickstart on a Saturday morning, you'll know that there's more to riding a bike than hanging around the local McDonald's of an evening. If you really want to show off you've got to get into rallying – pelting around English woodlands, getting very muddy and probably very injured too. Unfortunately though, these kinds of activities are normally reserved for rich kids – you know the ones who always get the best toys first at school. Anyway, if you've always rated yourself as a budding Barry Sheen, then this 32X conversion of the sport should do you nicely.

The first thing you'll probably notice about this though, is although it claims to be a rally game, it bears an uncanny resemblance to EA's Road Rash series. It has a similar rockin' soundtrack, loads of garish graphics and you can duff the other competitors up too. It's even played from the same perspective. However, once you actually attempt to play Motocross, you can forget comparisons to Road Rash. Or any other Megadrive motorbike game for that matter. Because although this is a supposed next generation game, it's definitely not as good as Road Rash. Despite tracks (12 in total) and modes (two player, challenge and league) aplenty, the actual game content is surprisingly thin. The general aim of each race is to maim all the other competitors into submission and claim the first prize for yourself. Which is great in theory, but due to some terrible graphics, jerky gameplay and the absence of any creativity on behalf of the programmers, Motocross is quite frankly, an embarrassment to the 32X. For instance, at the very beginning of each race you're thrown into a kind of brawl with all the other drivers. The idea is to beat everyone else to the ground and race off into the sunset, leaving a trail of dust behind you. But because you can't see what's going on AT ALL, you're just left bleeding on the floor. In addition, sometimes you seem to fall off your bike for no reason , an action that guarantees you'll end up in last place, even if you're miles ahead of the competition.

▲ Oooh look! He's the leader of the pack! Sorry. That was a bit poor, wasn't it. I've been ill you see.

Naturally, the saving grace of most games of this nature is the two-player mode. Unfortunately, Motocross isn't even very impressive in this department, being both slow and unimaginative. And to add to it all, half of each player's screen is obscured with irrelevant information.

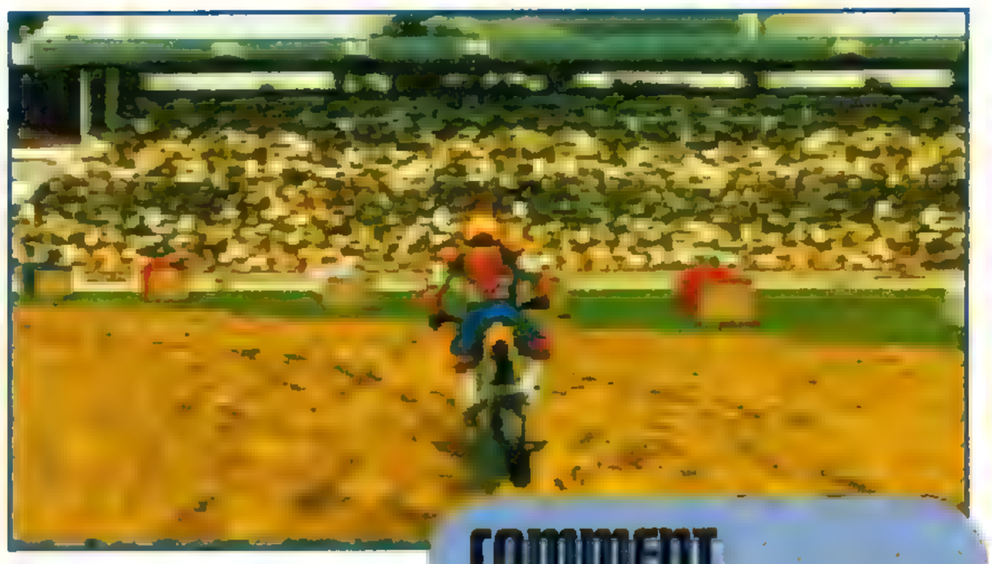
As we said, in theory this could have been an excellent, action-packed biking game, but the fact is, it's certainly not the quality we'd expect of 32-bit gaming. Sure, it's the only game of its type on the 32X, but the Road Rash series (even the first attempt) is just much, much better. Certainly not the greatest use of the 32X hardware - check out the first three games or Metal Head.

SEGA

▲ Look at that landscape. Straight out of a GCSE art class, I'm telling you.

▲ Why do we need to see this?

▲ Three!



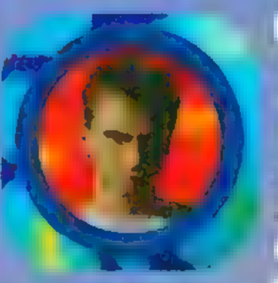
▲ Blimey. Look at the realism on that mud. Now you wouldn't see that on the Megadrive.

COMMENT

SAM HICKMAN

When I first saw a video of this game late last year, I was fairly impressed. The graphics looked pretty good and I thought that it could have been one of the first titles to really show off the 32X's capabilities. Or so I thought. I was completely wrong. Apart from being incredibly sluggish, the graphics are too pixilated and the they flicker quite badly too. All the tracks seem the same and there's no bumps or any of them to spruce up the action. However, by far the most irritating feature of the game is that when there's more than two or three sprites on the screen, you can't see where you're going at all. Which come to think of it, is exactly what I think should happen to this game.

COMMENT



RICHARD LEADBETTER

I certainly wasn't over-impressed by the likes of Space Harrier and Afterburner on the Megadrive 32X, but even they're preferable to Motocross. The game isn't a complete disaster, but the fact is that there are many 16-bit racing titles that deliver far more excitement, enjoyability and playability than Motocross! Road Rash and the forthcoming Speed Racer to name but two. If I were you I'd leave this one on the shelves and instead check out one of the first three games (Doom, Virtua Racing, Star Wars) or the new Mortal Kombat translations. They're more expensive, but you get what you pay for.

32X REVIEW

70	**Presentation:** It's okay as far as it goes, but it's all pretty standard stuff.
72	**Graphics:** Unfortunately, the programmers seem to think that by making the graphics more garish, they in fact make them more detailed.
58	**Sound:** Road Rash-esque tunes, topped with terrible burbling speech samples.
65	**Originality:** Actually, it scores a few points in this department. Certainly nothing like this on the 32X.
64	**Playability:** Easy to get into, but there's not much depth or variety to the proceedings.
71	**Challenge:** Bloody difficult. That's not to say you'll be bothered to plough through it though...
68	**Lastability:** Not enough features or fun to make this one worth returning to.

OVERALL:

As biking games go, this doesn't match up to the best that 16-bit games have to offer.

64

REVIEW

MEGADRIVE

BY: SEGA

PRICE: TBA

RELEASE: MARCH

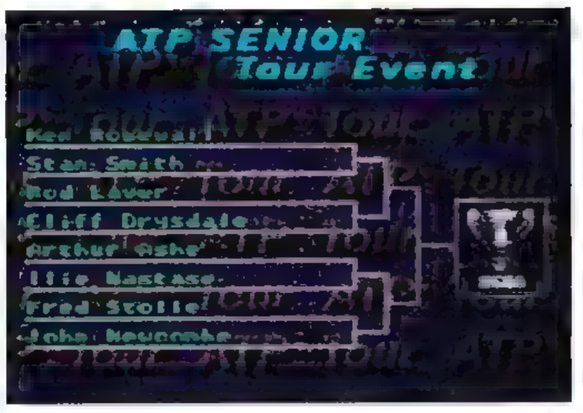
STYLE: SPORTS

PLAYERS: 1-4

CONTROL: JOYPAD

CONTINUES: BATTERY SAVE

ATP Tour



Who'd be a tennis superstar? In the Seventies it all seemed just dandy. Everyone was wearing their trendy Adidas tops (the ones with the shoulder stripes) and threading rope between two lampposts while arguing over who got to be 'Borg' or 'Miss' Navratilova.

But then it all went wrong. Suddenly you were as likely to be stabbed during a game by a knife-wielding maniac than to pick up the grandslam prize. Temper tantrums, slave-driving fathers and crack chuffing child stars became the norm, and turned sour the once sweet strawberry of summer sports. But all this has passed the games industry by. Tennis games continue to roll off the Megadrive production line without a hint of corruption.

With ATP Tennis Tour, Sega take their previously successful Wimbledon game and stick it into a much bigger cart, using the extra space to offer a huge assortment of players, and copious statistics on every game you play. The setting is the American domestic circuit and some international events, with tournaments criss-crossing the globe, though the Yankee bias may leave you cold if your idea of top tennis is Wimbledon, Queens' Club and the Scunthorpe Open.

The emphasis is on fast, and not overly complex tennis gameplay. The set-up screens give you a surprising amount of freedom to dictate your player's shot characteristics; there's an optional topspin on forehand and backhand. There's also ten ability points to be distributed amongst various tennis attributes. But once you get started, the game plays speedily rather than strategically, and you can make it even simpler by switching to computer-assisted play, which makes positioning automatic.

The icing is pretty thick on the package, with four save positions for created players, each with a wealth of personal details, digitised pictures and a comprehensive breakdown of every match. There are eighty separate increments of game speed. At least as important, the game supports every possible combination of 1-4 players for human doubles, mixed doubles or all computer play. ATP is where Sega adopt a Burger King approach to Sports games. You want it your way? You got it.

SEGA

MEGA DRIVE

REVIEW

MEGADRIVE

BY: SEGA

PRICE: TBA

RELEASE: MARCH/APRIL

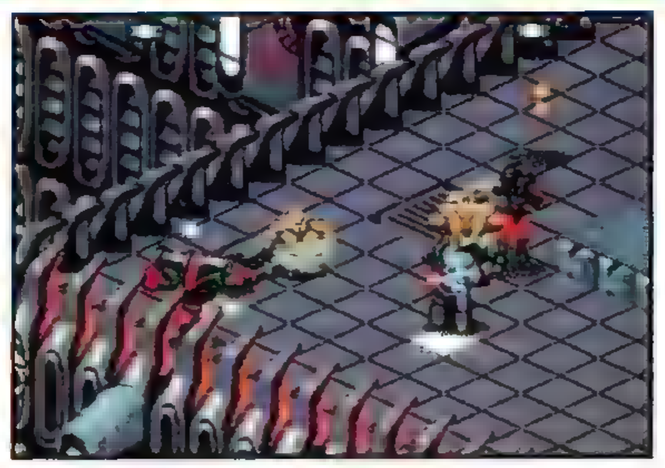
STYLE: SHOOT EMUP

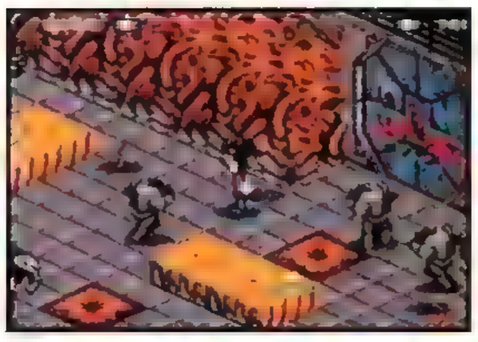
PLAYERS: 1-2

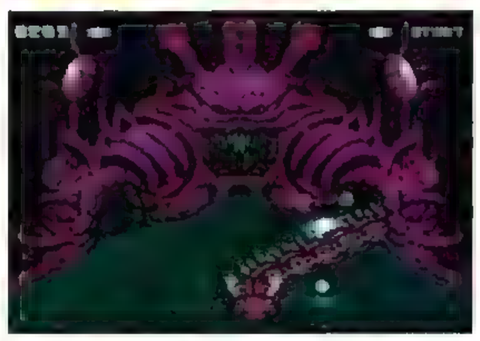
CONTROL: JOYPAD

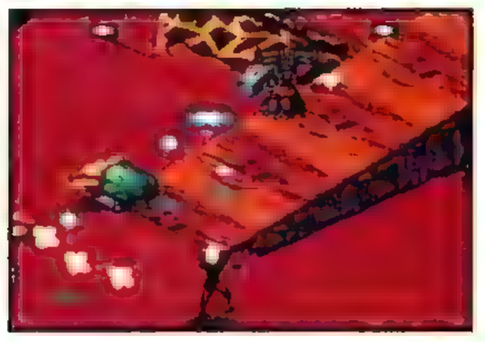
CONTINUES: INFINITE

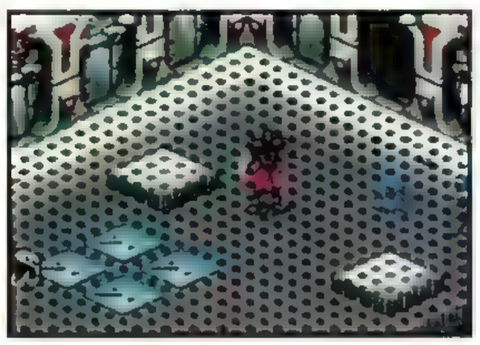
Skeleton Krew

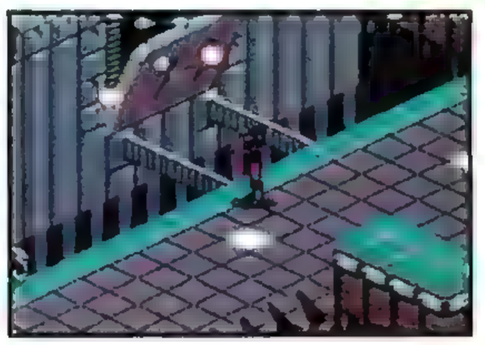












This is the very first Core Design Megadrive game that the company have released for themselves (other projects such as Asterix have been released by other companies), so as such, we were expecting one of their best games yet.

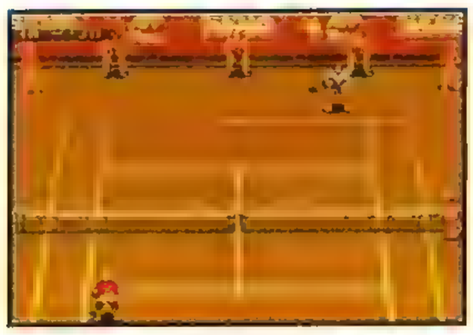
Well, in that respect we were a bit disappointed because it's certainly not the best Core game to date - the majority of their CD games are significantly better - but there's no denying that Skeleton Krew has its own fair share of charms that make it a pretty decent Megadrive buy.

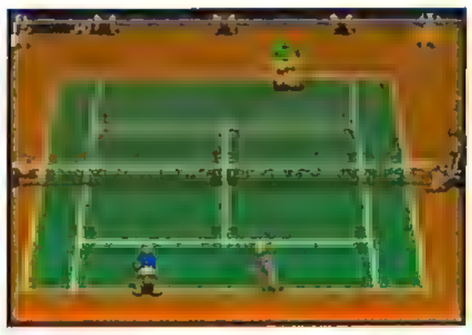
The isometric perspective makes the simplistic blasting action quite original and presents a fair challenge. The action is fast and furious (to coin a phrase) and very slick indeed - the screen is packed with sprites but there's no sign of any glitching or slowdown whatsoever.

The game's single problem lies in the variety of the gameplay - you literally do the same thing in just about every level and the lack of power-up weaponry is pretty noticeable. Particularly when you're doing the same thing most of the time.

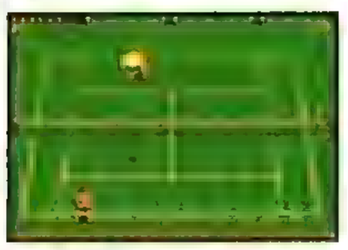
It's for that reason that we didn't go start raving mad over Skeleton Krew. It's a nice game, it looks fantastic and plays really well, but it's certainly not the best blasting game available for the Megadrive.

SEGA

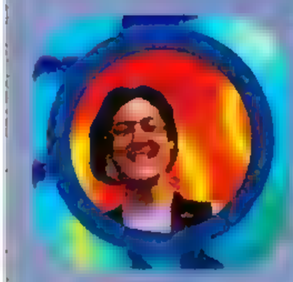




▲ Well, it's tennis, that's for sure. But you know, screenshots just can't portray the electric atmosphere present in these types of games



COMMENT



TOM GUISE

Sega are getting into EA's favoured territory of re-coupling old product, but at least the basis of ATP Tour, Wimbledon tennis, is fresher than EA's own IMG Tennis Tour. It's a no-nonsense affair, just covering the graphics and sound departments without any eye-catching flair. The computer-player is a responsive control method, wide range of shots and the option to make it as hard as you can handle. There's probably more fun in Pete Sampras, but ATP Tour is just the thing for people who hold their joysticks.

COMMENT

SAM HICKMAN

Although it doesn't have a plenty of options and game modes as other titles, there's not many features that we haven't already seen in the previous version of this game, Wimbledon, but I suppose that if nothing else, it's pretty playable, even though it's largely standard, unexciting stuff, but then everyone who ever wanted a tennis sim has probably already bought the far superior Pete Sampras tennis. Oh, and the speech in this one is some of the worst and most hilarious I have ever heard on the Megadrive. It's worth a look just for a listen, if you know what I mean.

Presentation: 87
Outdoes every previous tennis game with details on each and every player and copious game options.

Graphics: 62
Not more than functional, with sprites on the small side and animation located not far from that.

Sound: 73
For the first time, the names are incorporates as umpire speech, but the effects are trashy.

Originality: 58
Low, in consideration of Sega using a previous game engine as the basis.

Playability: 79
No big arguments here. Plays fun tennis, and at all sorts of speeds.

Challenge: 74
Once the tricky timing has been conquered it doesn't take long to get good.

Lastability: 71
Once the tricky timing has been grappled it doesn't take long to get good.

OVERALL: 77
A solid simulation, built on the back of Wimbledon. Low on excitement, but playable.

COMMENT

RICHARD LEADBETTER

Interestingly, Shadow Dancer has always been one of the Megadrive's most unloved games, and I can't help but feel that the lack of enthusiasm for this game is largely due to the fact that it's a licensed game. Although it's a distinct lack of variety in what you actually do, if you're into incredible blasters, this is definitely one of the best available without a shadow of a doubt. The inclusion of the simultaneous two-player mode is a huge plus, but the limited nature of the game might put many off.

COMMENT

TOM GUISE

These days it seems that if you have to be something spectacular to be a worthy purchase and exhibit excellence in many ways, Shadow Dancer doesn't really measure up to the likes of Shinobi, Ninja Gaiden and Predator 2. Despite its interesting 3D viewpoint it's a decent enough game, but as Rich says, the lack of any real gameplay variety is a downer. Big Dipper thinks instead - so if you've got this, wait for the forthcoming Alien Soldier!

Presentation: 90
Excellent overall. Polished in the extreme with a great attract mode.

Graphics: 91
Excellent, stylised sprites and superlative, well-coloured backdrops.

Sound: 86
Some extremely weird, screeching music and pretty decent blasting effects.

Originality: 72
The 3D viewpoint is about the only real original aspect to the gameplay.

Playability: 83
Very easy to get into and very enjoyable too. Great with two players.

Challenge: 77
Very easy on easy mode, but it's pretty taxing on later levels in normal mode.

Lastability: 82
The lack of variety puts a dampener on an otherwise damn fine game.

OVERALL: 82
Nothing astounding, but it's a decent blasting game that's well worth investigation.

REVIEW

24 MEG

BY: ACCLAIM

PRICE: TBA

RELEASE: 3RD MARCH

STYLE: SPORT

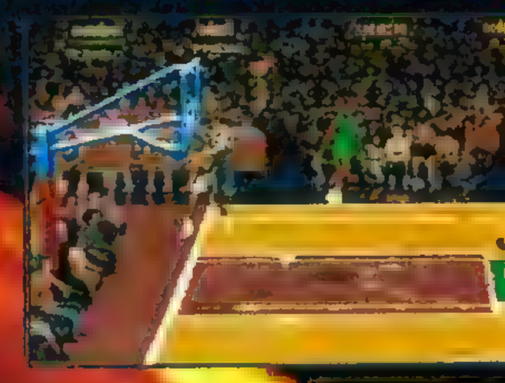
PLAYERS: 1-4

CONTROL: JOYPAD

CONTINUES: N/A

T.E. TOURNAMENT EDITION

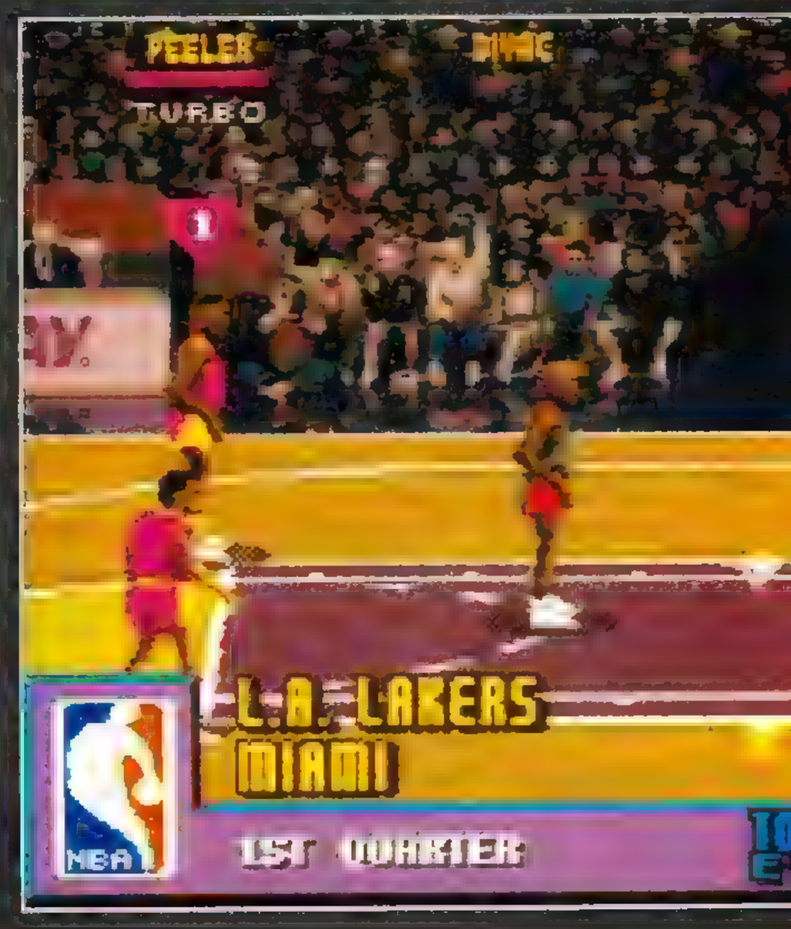
NBA JAM

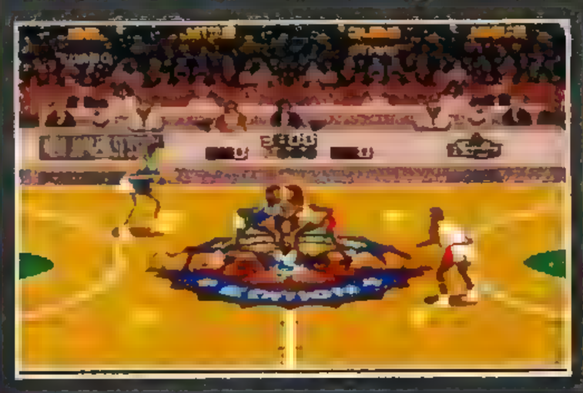


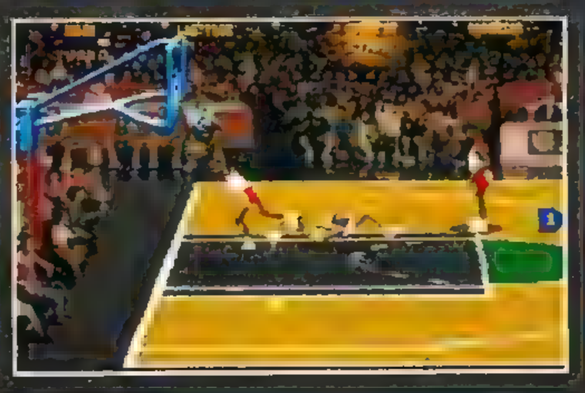
Well, a year has passed since NBA Jam first hit the Megadrive and, as we all know, it's about this time that something very strange happens to these sports sims. They enter a strange pupation stage, only to emerge somehow different. We've seen it happen before, first to John Madden (the game, not the man), EA Hockey and Fifa Soccer. Well now it's time for NBA Jam to burst forth from its pulsating cocoon, spilling birthing fluids onto the basketball court in the process, as it enters this new stage of its life as Tournament Edition.

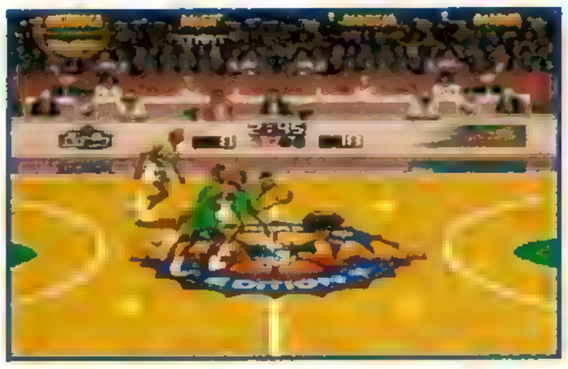
Okay, we'll admit it, it's just a sequel. Although this time the sequel is actually a conversion of the updated Tournament Edition coin-op. So what's new then? Well, for starters, all the teams have been updated with three to five players available in each one. There are now individual statistics for each of the players and they can actually be injured, impairing their effectiveness. However, perhaps the most notable feature is the addition of hotspots and collectable icons. That's right, the game's got power-ups! Hotspots are basically randomnly-appearing stars which, when run over, give you the chance to perform incredible flying dunks from across the court. The rest of the power-ups basically give you various abilities from becoming instantly on-fire to running faster or knocking everyone else to the floor. On top of all this, Juice Mode is now a regular option with four different speed settings and there are more hidden characters than ever. Thirty-three to be precise and rumour has it the Beasties Boys are on the roster.

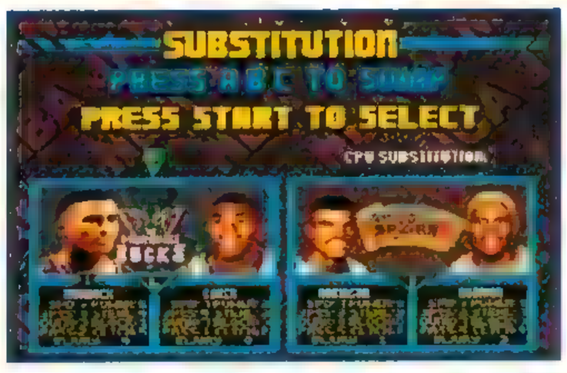
For all these new features though, the game really doesn't seem much different. The power-ups add very little to the gameplay and substituting the extra players around is a pretty pointless affair except when one player is badly injured. It has come to be expected that these updated sports sequels offer very little over the original, so maybe you should have come to expect this age-old comment too – Not worth buying if you've got the original. For those of you that haven't though, this is definitely the one to get. If you want it, that is.

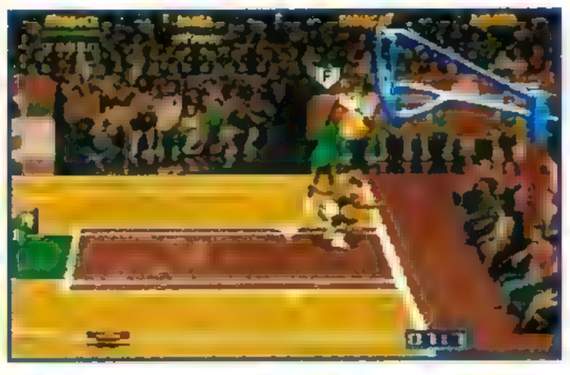


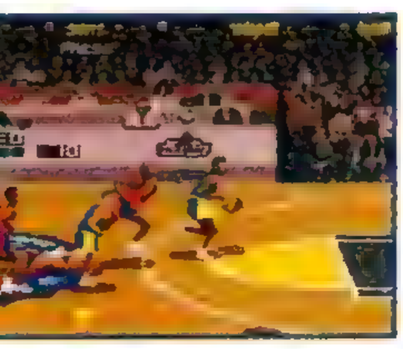




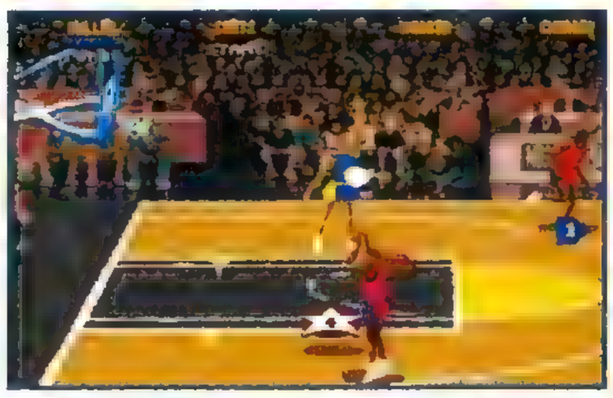




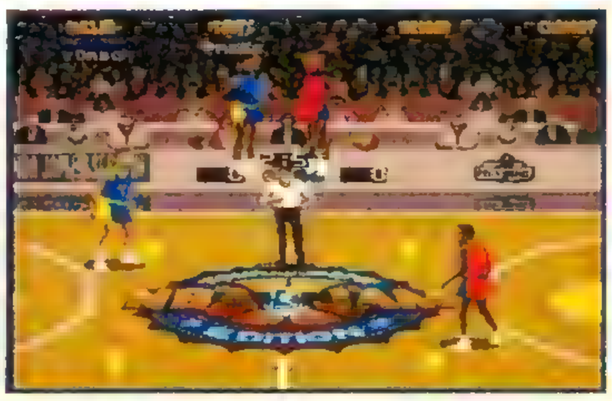




▲ Going 'On Fire' is made all the more easy with the new power-ups, one of which can be seen here.



▲ Yo, jump on that hotspot, bro'!

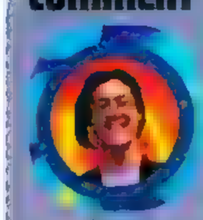


COMMENT

RICHARD LEAD BETTER

NBA Jam Tournament Edition is an extremely slick, highly enjoyable title. Speaking as the sole person on the Earth never to have played the original, I must say that I thought it was excellent fun in a multi-player situation although in one-player mode it's a sad, lonely experience. Should you buy it? Well, going by Tom's review it looks as though the additions to the game are purely cosmetic, so only real NBA Jam groupies are going to glean any extra pleasure from this. But if you're new to the concept of "jamming", I'd recommend checking this one out.

COMMENT



TOM GUISE

I was never really into the original NBA Jam, so perhaps it says something about the new features in this sequel that I'm not much into Tournament Edition either. To be honest, I can't see the point of the power-ups. With the speed at which you move up and down the court, making use of them is more a case of luck than anything else. As for the extra team members, you wouldn't need them if your other players didn't get injured. It just seems to have been a case of sticking new features in for the sake of it. As it is, the problems of the original game are still here. Namely, that it's just not much fun in one-player or two-player versus mode. If you liked the original game, but never got it, well here it is with more padding. I myself am not interested.

WIRED REVIEW

82 **Presentation:**
Much the same as the original, except without the title screen or any digitised scenes.

85 **Graphics:**
Exactly the same as the original Megadrive conversion. No improvements here.

78 **Sound:**
There's more speech, but it's all quite grating. The music is the same as before. In other words, abysmal.

35 **Originality:**
Considering it's just an updated version of NBA Jam, there's not much in the way of originality here.

84 **Playability:**
Easy-to-use controls and fast-paced action makes it the most enjoyable basketball game on the Megadrive.

79 **Challenge:**
Beating the computer teams is quite tough initially. Once mastered though, the different difficulty settings don't make it much tougher.

75 **Lastability:**
With four players it's a highly addictive. Any less though and the fun factor drops a great deal.

OVERALL:
The best basketball game just got some new features.

83

REVIEW

ROADRUN

DESERT DEMO

Let's get philosophical for a moment, Alan Partridge-style. It's apparent that the world is not made up of 'one-y' things, but of 'two-ey' things. Dualisms, if you will. If you take examples like Tom and Jerry, Morecambe and Wise, Reeves and Mortimer and even our very own baby Jesus and Dark Lord Satan, it seems pretty undeniable. And who could dispute the power of the Road Runner cartoons, with the double-act of Wil. E. Coyote (Canis Ravenous) and Road Runner (Speedicus Birdicus)?

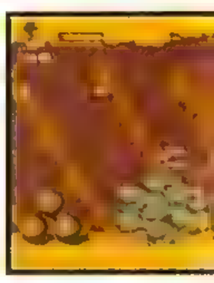
Finally, the cartoon fillers you catch between Bad Influence and Home and Away have been converted for the Megadrive. Using the distinctive visual styling of the five-minute instalments, Desert Demolition lacks any clear plot beyond the basic chase scenario. The option is there to play the dastardly dog or the feathery target and in either case, the aim is broadly the same — make it to the exit within the time-limit across acres of platform territory.

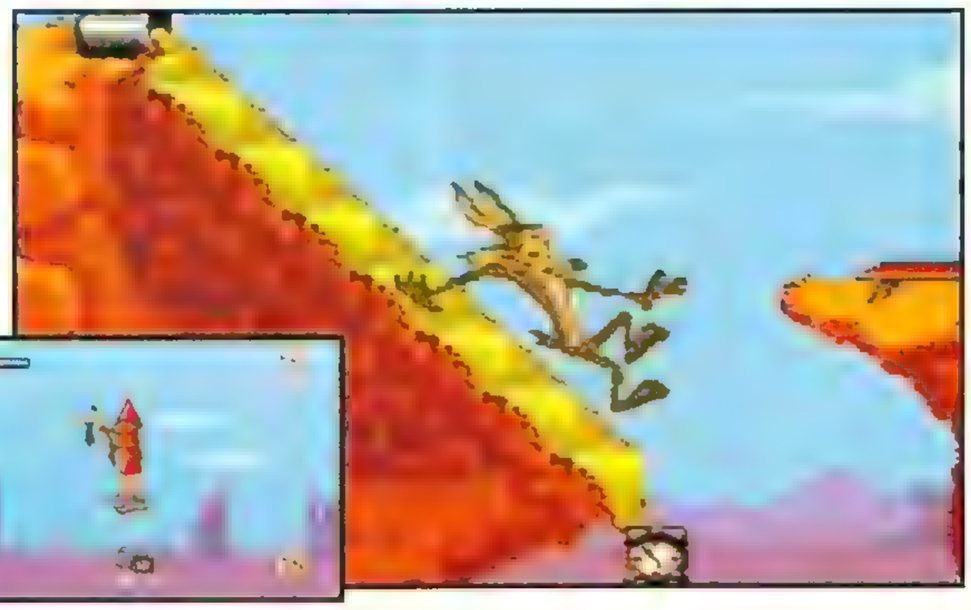
Desert Demolition expands out of the narrow territories of cactus and canyon to take in villages, railroads, caverns and mine-cart areas. In those latter areas you get, conveniently, to ride comedy mine-carts whilst avoiding large barrels of explosives, so it's not all work, work, work. The villages are fascinating, if only because they look so much like those in that other platform game Aladdin. Perhaps you've stumbled across a Disney-themed suburb during your adventure?

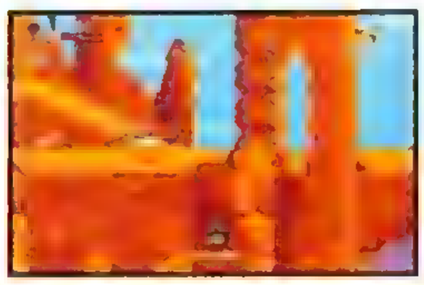
If you choose Coyote, life is made more interesting by the ACME company boxes littering the landscape. Jump into any of these to acquire a Coyote power-up, based on the contraptions used in the cartoons. There are other items besides the boxes to use: detonators that release boulders, directable cannons and those large red rockets attached with rope to big stakes. Misuse of any of these can make you come a cropper.

Should you choose Road Runner, life is not so glamourous. All the ACME items are irrelevant, instead Coyote jumps out of each box you pass. Avoidance is the name of the game, but your speed abilities allow you run through areas denied to Coyote. Running up walls and through speed loops give the game an air of 'Sonic' when played with this character. Whatever role you play, If your adversary comes a cropper they leave a points and time bonus. Time is usually tight, so catching the bird when you are Coyote is a necessity. You may be surprised how many times you do catch him, considering Wil. E. NEVER did in the cartoons, but that's showbiz for you. And that is very much that. Despite the odd frill (and they are odd) this is a basic platformer. It not only plays but also looks very much like other Looney Tune Megadrive games such as Taz mania and Taz 2. But along with last month's Daffy Duck, it seems the Looney Tunes characters are making it to the machine with indecent haste and insufficient time spent on the design drawing board.

The ACME boxes provide the best diversions of the game. From this one, Coyote picks a spinning-top device which attaches to his head. With this he attempts to balance on a tight-rope fixed between two platforms.







16 MEG

BY: SEGA

PRICE: TBA

RELEASE: MARCH'95

STYLE: PLATFORMER

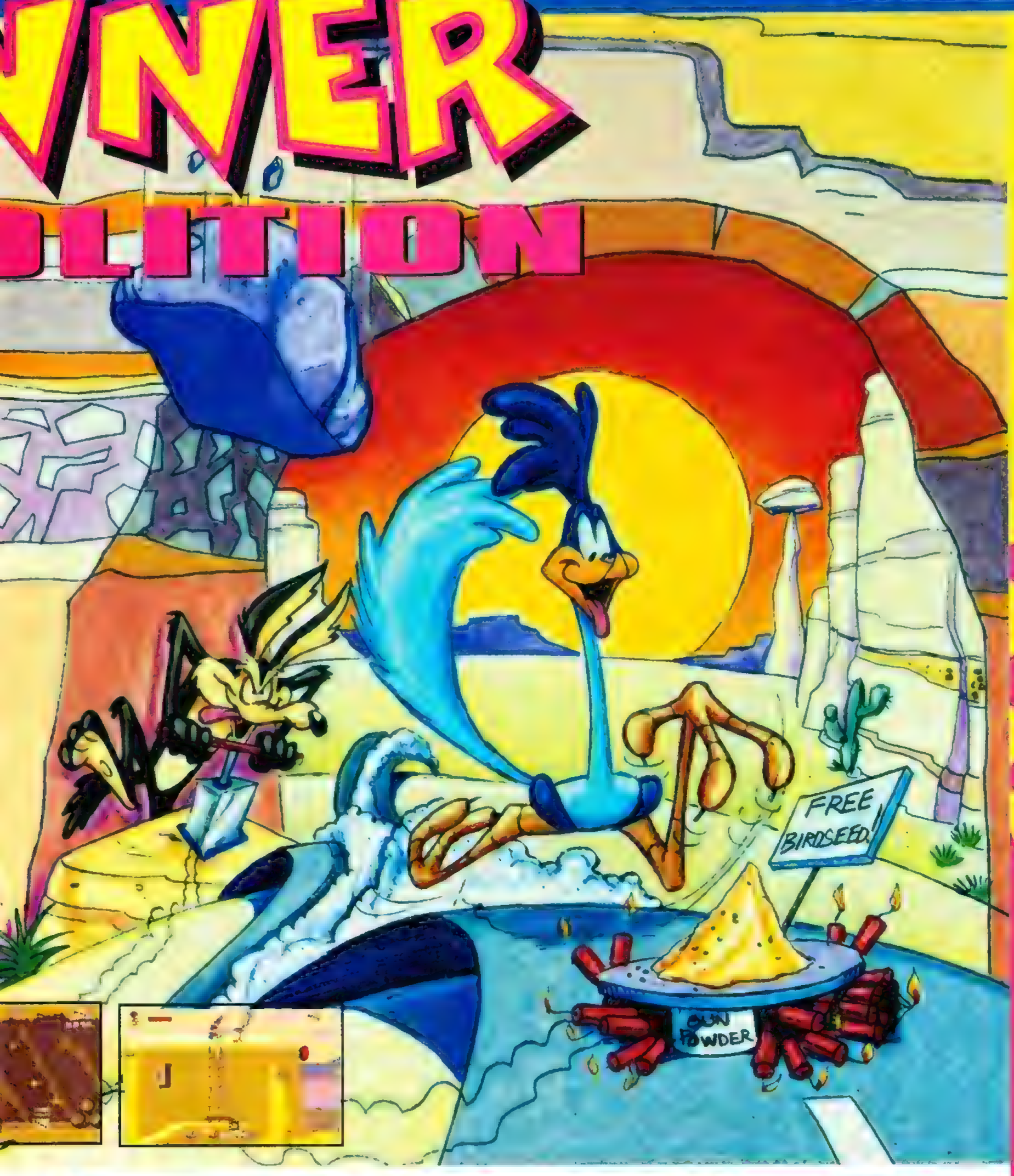
PLAYERS: 1

CONTROL: JOYPAD

CONTINUES: 3

V.E.R

OLITION



REVIEW

72 **Presentation:**

Nice styling on the options screen, and the odd atmospheric touch from the cartoons.

74 **Graphics:**

Coyote and Road Runner look quite like their cartoon counterparts, but the backgrounds are dull.

67 **Sound:**

The sound effects outperform the music, with suitable percussive sounds and explosions.

26 **Originality:**

The option to change roles is the only new idea presented in Desert Demolition.

47 **Playability:**

Imprecise control makes it unpleasant to play, and the game ideas are pretty thin.

52 **Challenge:**

It's easy enough to scoot through the levels, time is the main enemy.

45 **Lastability:**

It's very unlikely the game will have the same staying power of the classic cartoons.

OVERALL:

Tedious to the extreme, this is not the way to convert cartoons to the Megadrive.

46

The options screen is an example of the programmers trying something new. You pick the preferred settings by wandering through a mini-level switching levers. Oh well, at least they tried.

COMMENT

SAM HICKMAN

Along with Sylvester and Tweety and the Pink Panther, this has to rate as one of the most dull games of all time. Hardly any thought has been put into the level design, and the result is an pointless adventure that plonders around the basic concept of platforming, but never really realises its potential. In addition, the graphics are all fairly average and the humour found in the original cartoons hasn't been translated at all. There's not much reason to buy this - fans of the cartoon series will be disappointed, as will any avid platform freak. It's just too bland and completely overlong!

COMMENT

RICHARD LEADBETTER

One of the funniest Looney Tunes cartoons, and its two cruising stars, Road Runner and Wile E Coyote trapped in the horrible mediocrity of Sonic Platforming. This game is left gasping for the merest whiff of originality, and several mistakes have been made in trying to glean entertainment from it. The idea of letting you catch Road Runner several times every level for a paltry 10 second bonus is cartoon blasphemy. But the primary failings are boring level layouts, lack of defined or changing goals for bored players and really poor character control. A tedious affair doomed for certain obscurity.

REVIEW

24 MEG

BY: SEGA

PRICE: TBA

RELEASE: MARCH

STYLE: RPG

PLAYERS: 1

CONTROL: JOYPAD

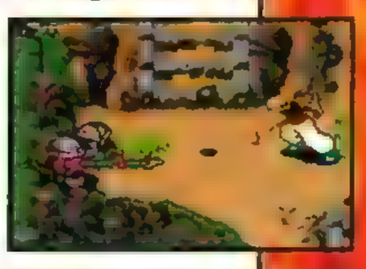
CONTINUES: BATTERY

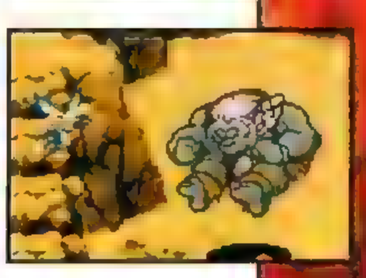
The Story of Thor

A Successor Of The Light

The last time we reviewed a roleplaying game from Sega, it was in November and the game was Ragnacenty. A game which we'd previously previewed under its working title of Soleil. Mind you, anyone trying to find Ragnacenty in the shops would have had a bit of trouble, you see in the end Sega released the game under the name Soleil after all. Confusing eh? All the more so, because both names seemed to be completely meaningless. Well, never fear because for their next RPG, Sega have come up with just one name, and a simple one at that. The Story Of Thor. Gets the message across nicely, don't you think? Well, maybe not. You see, the game doesn't have Thor in it or in fact much of a story.

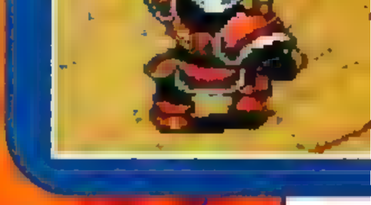
Okay, so perhaps the bit about the game having no story is a bit of an exaggeration. In fact, there's quite a neat intro, telling how the hero (who's actually called Ali) must find four mystical spirits who can help him defeat the forces of darkness. However, unlike most RPGs the game isn't spent wandering around a fantasy land talking to people in order to keep the plot rolling. Nope, instead you wander around a fantasy land beating up people, Streets of Rage style! Occasionally, somebody might turn up to tell you where to go next, but for the most part simply following the flag on the map and fighting your way to each spirit is about as deep as the plot gets. That's not to say that the game is just a simple beat 'em up. Ho no, because apart from the lack of plot development, all the other traits of a classic RPG are here, including a fair bit of puzzle-solving, as you use the powers of the spirits you meet to help progress through the game. Actually, to say Thor isn't in this game might be a bit of porky too. The truth is, we don't really know because we haven't finished the game yet. You see, although it all starts off quite easy, the challenge soon picks up. Not that the fighting ever gets really tough, but some of the later dungeons require a fair bit of mental dexterity to get through.

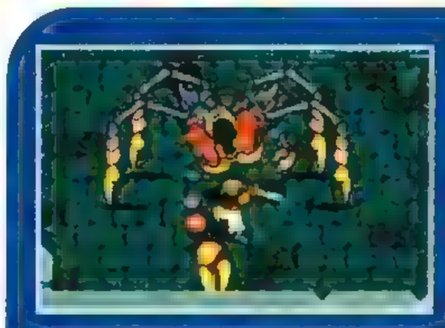




The Story of Thor is certainly a fresh turn on the usual sword-and-sorcery formula, neatly combining the action of an arcade game with the finer elements of an RPG. And as such, it may even appeal to gamers who've previously shied away from RPGs because of their plodding nature.

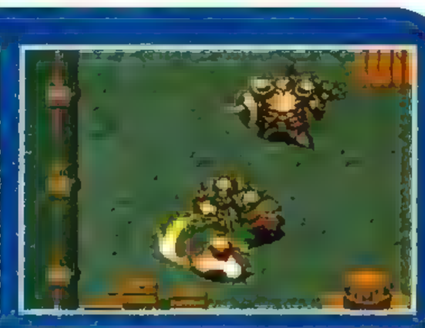
SEGA



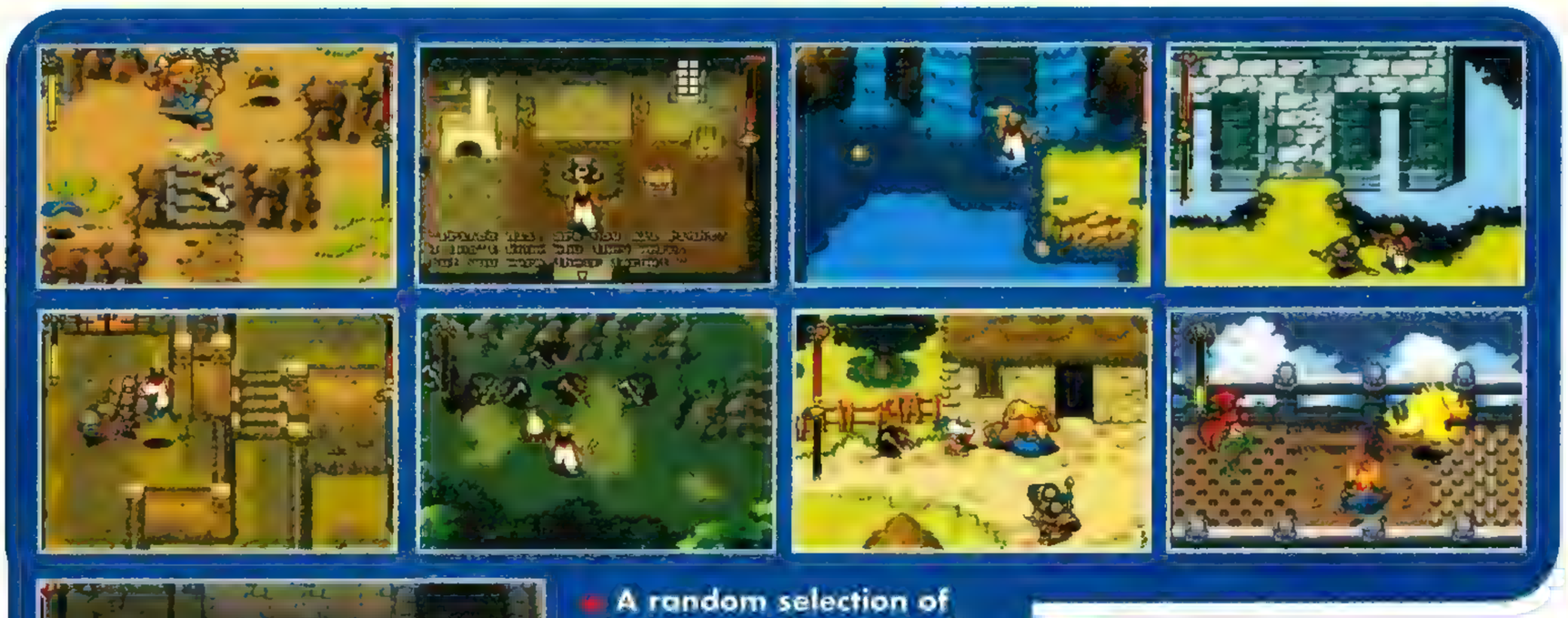


▲ Look at that scary spider with the big predator gob. That's just one of the big bosses in the game.

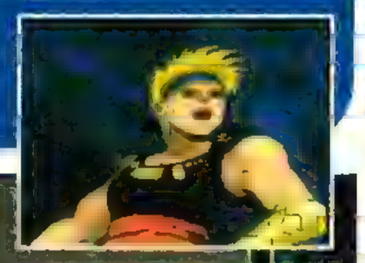
▲ And here's another one. Obviously the programmers are fixated with gobs. This one has a big prong coming out of his.



▲ No bosses here. Just little enemies with little gobs. Still, it's all gripping sword and sorcery action.



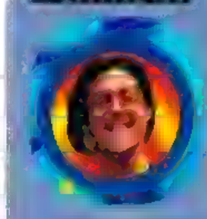
A random selection of scenes capturing none of the game's atmosphere. (Clockwise from top-left) The mountains, the healer, wading, the water shrine, some dungeon, ooh, a nice fire, the village, spikes, ouch!



Nice work kid, now try doing that somersault with the blast shield down.

Here's the intro we printed in the showcase, just in case you forgot about it.

COMMENT



TOM GUISE

With the number of brilliant RPGs now available on the Megadrive, you have to be pretty special to even get a look in. The Story of Thor, however, easily makes the grade with plenty of fresh ideas to its name. Giving the game a Streets Of Rage beat 'em up flavour (to the extent that it even uses SOR2 sound effects) certainly adds spice to the normal RPG fare. Although to be honest, I'd like to have seen a bit more interaction with other characters, if only to add more atmosphere and humour to the game. Still, the ingenious feature of acquiring abilities from the spirits more than makes up for that, adding a lot of depth to the gameplay. Not quite up there with Landstalker and Shining Force in my books, but definitely one of the best RPGs around, and proof that just because the 32-bit machines are here Sega haven't stopped producing quality software for the Megadrive.

COMMENT

RICHARD LEADBETTER

There's certainly been an influx of RPGs on the Megadrive of late, but that's no bad thing if the quality is of the standard of The Story Of Thor. Admittedly, many of the ideas here have been stolen from other RPGs, but the resulting combination has produced one of the finest RPGs I've played. Besides, there's still a host of original elements in Story Of Thor, with the beat 'em up combat and the Spirit powers adding a unique feel to the game. Perhaps not quite as in-depth an RPG as Landstalker, but for sheer thrills and jaw-dropping graphics, The Story Of Thor is a must.

Presentation: 90

From the moment the intro starts, the game flows together seamlessly. A quality product.

Graphics: 89

Although the screen can seem sparse at times, both the backgrounds and sprites look great.

Sound: 87

Yuzo Koshiro's music is superb, although not quite up to his SOR 2 standards. The sound effects are though – some of them are the same!

Originality: 72

Although Thor clearly comes from the usual RPG mould, there are plenty of innovative ideas that set this game apart from the rest.

Playability: 91

A well thought out icon system makes this a very easy game to pick up. The controls however, can prove annoying at times.

Challenge: 85

Starts off sedately enough, but soon picks up. Always eases you into any new situations though.

Lastability: 84

It's a big game, but experienced RPG fans should crack it within a few weeks. For the rest of us though, it could last months.

OVERALL: 90

A top rate RPG and the first red-hot Megadrive game of the year!

REVIEW

16 MEG

BY:
TIME WARNER

PRICE:
£39.99

RELEASE:
TBA

STYLE:
RACING

PLAYERS:
1-2

CONTROL:
JOYPAD

CONTINUES:
PASSWORD

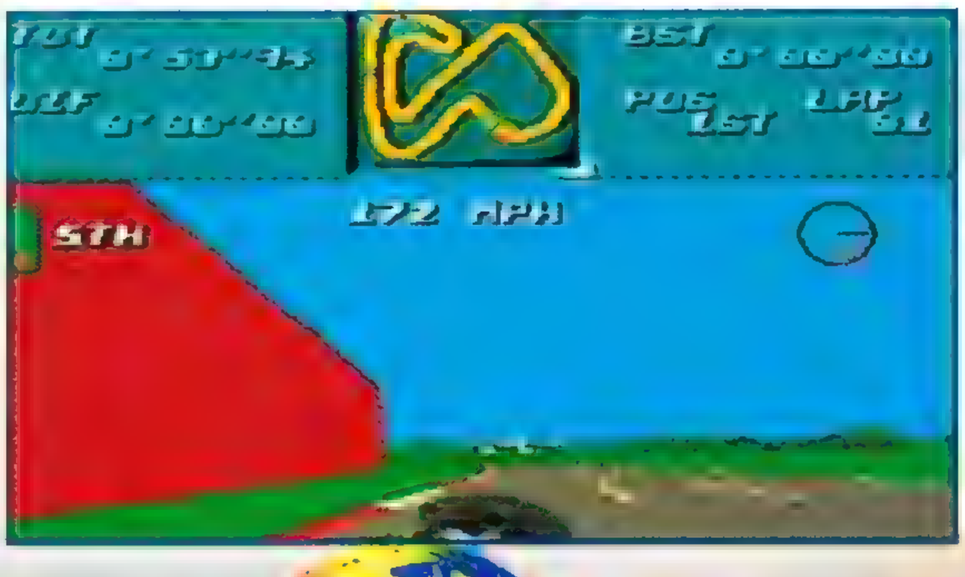
Kawasaki SUPERBIKE CHALLENGE

A couple of years have passed since Domark established themselves as top racing game developers with the emergence of F1. Okay, so it wasn't that much of a looker, but boy did it move! It was truly one of those titles that demanded effort and concentration to achieve anything other a novice rating. And now, with the re-emergence of the Superbike in the sporting world (spookily coinciding with the success of British riders like Scott Russell), Domark have turned their hand to producing *the* racing bike cart.

Taking on the role of a Superbike contender is no mean feat. For starters, you're going to have to get to grips with the precise control system. Don't expect any favours from the unforgiving corners and bends at first there's going to be plenty of scrapings from barriers, walls, and bridges. But once you've collected your wits, the racing is for the the taking. Up to four play options are available for the aspiring contender and there's also a choice of game settings, ranging from the granny speed of amateur to the breakneck pace of the expert.

In addition to the numerous play options, there's a stiff selection of tracks to choose from. One minute you could be racing in the sheeting rain of Brands Hatch, the next living it up in the tropical climes of Australia. But we're not just talking geography here, no sirree, because each track adopts the climatic nuances of its location. You want to ride in the rain you got wet tracks, you want to ride under heat of the equatorial sun you got sticky tyres. All of these factors must be taken into consideration when equipping the bike pre-race if you want to achieve the best result.

But talking of best results, there is the matter of extremely basic graphics that front all the gameplay and options. In these days of 300,000 polygons per second, Superbikes looks decidedly dated and basic, and there's also some very dodgy use of colour on the damper tracks. But at the end of the day it's a relief to say that in a similar fashion to F1, the gameplay lives up to expectations. The bike moves as you'd expect a high performance bike to move, the pits, damage, gear, and tyre selections can make a huge difference to the result, and the opposition put up a tough challenge. Don't be put off by its ugly façade, dig deeper and you'll find a racer to please more than just bike freaks.



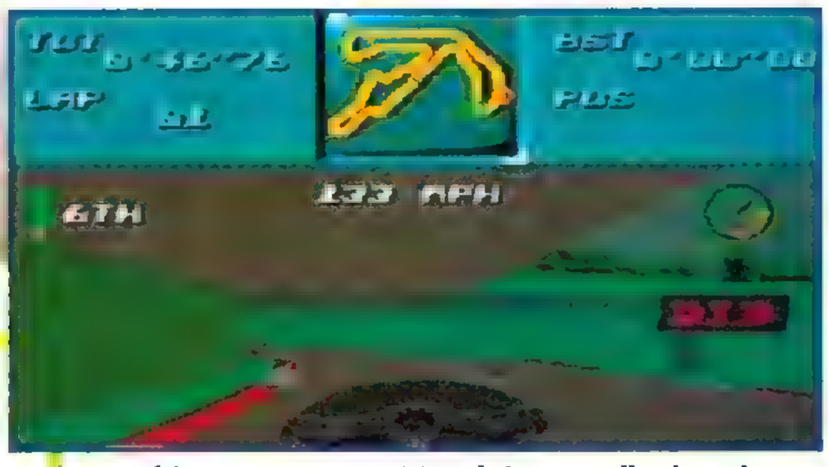
SEGA

▲ Simple graphics, but really enjoyable gameplay.

COMMENT

SAM HICKMAN

There's no doubting that Superbikes is very similar to its predecessor F1. And yes, the graphics are hardly anything to write home about, but it does have the elusive ingredient of top gameplay. When you go for a corner, you can feel the bike sliding from beneath you, and in manual, the gear change has a good feel. Add to this the mean challenge that Superbikes presents (even to the most experienced of gamers), and you'll realise that at the expense of the realistic graphics, the player gets in return the closest to riding a bike on a console.



▲ Taking corners at 133mph isn't really that clever.

▲ Give it some real "welly" on the straights.

COMMENT

RICHARD LEAD BETTER

All of these top-flight 32-bit 3D titles really show up the likes of Kawasaki Superbike Challenge... at least in terms of looks. When it comes down to gameplay, there's no denying that the game oozes playability - just like Domark's F1 game (which was coded by the same team). The feeling of speed and cornerning has been captured superbly - and that's exactly the sort of thing that biking fans will want to see in this game. In this respect, it's a lot better than the likes of Road Rash 3. I reckon that this is an ideal buy for biking fans, but try to take a look at the game in action first.

62 **Presentation:**

Yuck! Grubby little info screens that look like they've been drawn by a GCSE art student. No polish or panache.

74 **Graphics:**

A good sense of realism to the controls of the bike, but my these graphics are tatty!

73 **Sound:**

Nothing more than the usual selection of whines and squeals.

75 **Originality:**

Low when compared to F1, but the racing bike theme is quite novel.

83 **Playability:**

Nice sense of realism when it comes to controlling the bike.

81 **Challenge:**

The opposition and the twisty turny tracks don't suffer fools gladly.

80 **Lastability:**

The multiple difficulty levels,14 tracks, and endurance race, will keep you going for aaages.

OVERALL:

Obviously nothing special to look at, but it moves at a fair velocity and has a gritty sense of realism.

81

NEXT MONTH

SEGA MAGAZINE is noted for its exclusives - and you can count on tons of them appearing in the next issue.

For starters, we'll be taking exclusive sneak peeks at the Megadrive 32X full-motion video titles (and about time too, really) plus we'll be covering the latest Saturn games to be released in the Land of the Rising Sun, hopefully including the potentially stunning Shinobi-X. Also, we'll be bringing you the latest pictures of the Saturn epic that is Daytona USA.

We haven't left 16-bit gaming behind - far from it. Next month promises to yield plenty of exciting gear, including X-Men 2, Spider-Man: The Animated Series, Striker and Asterix to name but four.

Sounds ace eh? Well, rest assured it will be.

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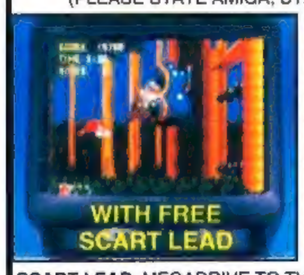

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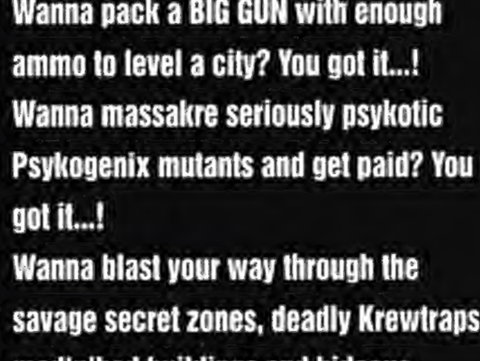

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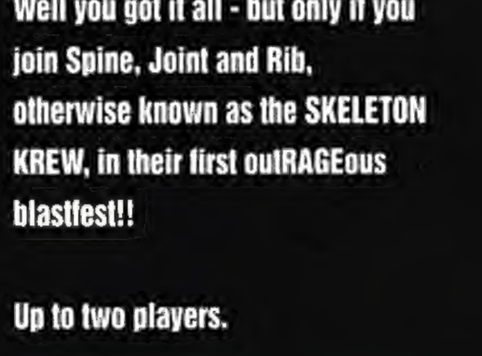

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